

Griffin Evans

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EDUCATION

University of Pennsylvania, Philadelphia, PA

MSE in Computer Graphics and Game Technology

Fall 2024–Spring 2026

- GPA: 4.00

University of Massachusetts Amherst, Amherst, MA

Bachelor of Science, Computer Science

September 2023

Bachelor of Science, Mathematics—Mathematical Computing Concentration

September 2023

Minor in Linguistics

Commonwealth Honors College Departmental Honors with Greatest Distinction in Computer Science

- Thesis: “Extension of AssemblyScript Functionality through Source-to-Source Compilation”
- Honors: Summa cum laude, Phi Kappa Phi, Dean’s List; GPA: 3.985

Boston Architectural College, Boston, MA

Summer 2017

- *Summer Academy*: Intensive hands-on study of design, including use of 3-D modeling software.
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WORK EXPERIENCE

University of Pennsylvania, Philadelphia, PA

Teaching Assistant, Introduction to Computer Graphics, Computer Animation, Advanced Computer Graphics, Game Design Theory

December 2024–May 2026

UMASS Amherst Learning Resource Center, Amherst, MA

Peer Tutor

Fall 2021–Spring 2023

- Hosted tutoring sessions for a variety of Computer Science, Mathematics, and Linguistics courses.

Philips Healthcare, Cambridge, MA

Internship

Summer 2022

- Co-created a data visualization frontend for hardware performance metrics.
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VOLUNTEER EXPERIENCE

Open Table, Maynard, MA

Volunteer, Technical Assistant and Data Management

2017–present

- Provided nonprofit food pantry with technical support for selection, purchase, and installation of security monitoring system for their new facility.
- Processed information for donor database. Designed system for in-kind donation capture.
- Delivered groceries and prepared meals for mobile program.

Thoreau Elementary School, Concord, MA

Volunteer, Minecraft Club Mentor

2015–2019

- Facilitated groups of elementary school students in twice-weekly sessions. Organized activities, provided technical support, helped resolve conflicts.
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TECHNICAL SKILLS

- Experience in C, C++, C#, OpenGL/GLSL/WebGL, CUDA, WebGPU/WGSL, JavaScript, TypeScript, Python, Lua, Java, HTML, Unity, Unreal, Cinema 4D, Maya, Houdini.