# Evan Snyder

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## SUMMARY

With a decade of experience crafting high-quality software, I am a seasoned developer passionate about solving complex problems and delivering top-tier products. As an instructor in Vertex School's game development program, I continuously hone my skills while guiding others on their creative journeys. My current focus is on leveraging Unreal Engine 5 to create immersive and innovative games that push the boundaries of interactive experiences. I am dedicated to bringing fresh, engaging ideas to life and am driven by the goal of developing games that captivate and inspire players.

## EXPERIENCE

### Game Development Instructor | Vertex School                                August 2024 - Present
- Leads small group lab sessions to demonstrate and teach Unreal Engine, fostering hands-on learning and project-based application.
- Assists and guides students through the development process, providing personalized feedback on troubleshooting technical challenges on their game projects.

### Founder / Game Developer | Friendly Geek Studios                          September 2023 - Present
- Leverages Unreal Engine 5 to craft interactive interactive environments and gameplay mechanics, setting the foundation for a unique and innovative title.
- Oversees all aspects of development from game design and programming to testing and optimization, ensuring a polished and rewarding player experience

### Senior Software Engineer | Tomorrow.io                                    March 2022 - September 2024
- Lead a team of 5 members in the development of reliable, business-critical flight software
- Engineered  high performance software with C++ to support fast, asynchronous operations between several gRPC-based microservices.
- Leveraged React and TypeScript to build rich, reliable user interfaces that deliver a pleasant user experience.
- Facilitated team growth through monthly educational sessions and team building exercises.

### Cyber Security Software Engineer | MITRE Corporation                      June 2019 - March 2022
- Engineered and maintained custom LLVM plugins using C++ to support compile-time instruction replacement and code obfuscation enabling users to generate distinct binaries quickly and easily.
- Developed and delivered a custom, Clang-based compiler with C++ that produces applications resistant to common attacks against embedded applications and demonstrates significant resilience against side-channel analysis attacks.

### Cryptologic Network Warfare Specialist | U.S. Army                        August 2014 - May 2019
- Conducted various cyber security related operations in support of national defense initiatives.
- Developed advanced software applications for computer network operations, forensic analysis, and intelligence collection.

## EDUCATION

**Master of Science in Software Engineering,** Regis University                              May 2022
**Bachelor of Science in Computer Science,** Regis University                                May 2021

## CERTIFICATIONS

**DevOps Engineering,** Regis University                                                     May 2022
**Enterprise Java Development,** Regis University                                            May 2022

## SKILLS

C++, Python, Unreal Engine 5, Blueprints, Git, Network Programming, Linux, Agile, Multithreading, Software Architecture