

# Evan Bay

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## EDUCATION

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### Bachelor of Science in Computer Science, Minor in Mathematics

*Expected May 2027*

Washington State University – Pullman, WA

Honors College | GPA: 3.88 | Junior

## SKILLS

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- Languages: C#, C++, Python, SQL
- Tools & Frameworks: Unity, WinForms, Git/GitHub, Visual Studio, Vim, NUnit, PostgreSQL

## PROJECTS

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### ProtoPunk - C# | Unity

*Feb. 2026 – Present*

- Built a movement platformer FPS in Unity C# with a team of 6 in 10 days for a game jam, leading development coordination and managing project scope to successfully ship and receive 300+ plays.
- Developed a full leaderboard system using the Talo SDK, abstracting API logic from UI display to implement player identification, score submission, and score display for 100+ players.

### PostScript Interpreter - C#

*Apr. 2025*

- Implemented a C# PostScript REPL in a programming languages course, separating interpreter logic from UI to support 44 operations across stack manipulation, arithmetic, scoping, and conditionals.
- Designed a modular operator system using delegates, structured parsing, and robust error handling to streamline operator addition and simplify debugging.

### Event Booking Application - C# | WinForms | NUnit

*Apr. 2025*

- Designed and implemented a C# WinForms event booking application for a software engineering course, featuring user accounts, searchable listings, and booking workflows validated with NUnit tests.
- Structured the codebase using OOP principles, generics, and polymorphism to support 3 bookable entity types while enabling new types to be added with minimal code changes.

### BrainBatch – Svelte | Python | PostgreSQL | Supabase

*Sept. – Dec. 2025*

- Built the frontend auth flow for a full-stack group chat app in a software engineering course, implementing login, account creation, and session-gated routing using Svelte, Python, and Supabase.

## EXPERIENCE

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### Teaching Assistant | Advanced Data Structures in C++

*Aug. – Dec. 2025*

- Supported 30 students in Advanced Data Structures through debugging assistance, concept explanation, and grading, creating 3-4 reference assignments using Vim which were adopted across the TA team.

## ACTIVITIES & LEADERSHIP

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### Game Development Club President – WSU

*Sept. 2024 – Present*

- Guided 25+ developers across 11 semester-long game projects, presenting on game development phases and providing ongoing support to ship all 11 projects on schedule.
- Organized a 48-hour game jam with 120 participants, delivering technical workshops and supporting completion of 39 projects.