

EVAN BOYLAN

SOFTWARE DEVELOPER

OBJECTIVE

Highly driven and organized software developer seeking to bring my passion for education to the field of education technology. Guided student learning in many subjects including coding, robotics, and graphic design for 7 years. Skilled communicator, proficient problem solver, and quick learner.

SKILLS

- Java
- HTML
- CSS
- JavaScript
- Flexbox
- Grid
- MVC
- TDD
- Agile (Scrum)
- OOP
- JSON
- React
- Restful APIs
- Responsive Design
- Relational Databases
- MS SQL
- Source Control / GitHub
- Visual Studio

EDUCATION

Ohio State University, 2013
Bachelor of Arts in Anthropology

We Can Code It, 2021
Full-Stack Java Certification

CONTACT

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SOFTWARE DEVELOPMENT EXPERIENCE

We Can Code IT, Software Development Student, 2021

Feedia

-Developed an enterprise-level single page application via Spring that assists users in taking care of their reptiles. Integrated Google Calendar API to improve usability. Incorporated a temp/humidity sensor and mobile notifications via a separate Python application to help users monitor pets.
-Java, Javascript, MVC, Spring, Python, CSS, Calendar API

Donut Clicker

-Using Javascript, developed a responsive application inspired by Cookie Clicker that lets the user run a donut shop via a GUI. The app auto refreshes the UI to disable purchasing buttons if the user lacks funds and to update item counts.
-Javascript, HTML, CSS, Flexbox, Responsive Design

Game Reviews Site

-Utilized Spring and MVC to create a game reviews application that utilized an H2 database and many-to-many/one-to-many relationships to display and sort games relative to their hashtags and category.
-Java, HTML, CSS, Flexbox, Spring, OOP, Relational Databases

Virtual Pets Shelter

-Developed a command-line interface application that utilized interfaces, inheritance, and polymorphism to generate multiple types of both organic and robotics pets that have unrelated and related needs that need to be met by the user.
-Java, Github, OOP, TDD, Visual Studio

PROFESSIONAL EXPERIENCE

ST. JOSEPH MONTESSORI SCHOOL (2014-2021)

STEAM EDUCATOR

- Developed an innovative STEAM (Science, Technology, Engineering, Art, and Math) Program at SJMS that involved over 70 1st-8th grade students in over 500 hours of programming.
- Created and delivered curriculum that engaged students in high-level, hands-on learning involving programming languages including Python, Scratch, and EV3B.
-Projects and programs delivered include LEGO League, Junior LEGO League, Code Club, Sumo Robotics, Robotics Obstacle Courses, 3D Printing, Minecraft and Python, and more.