

# David Evans

[github.com/phosphoer](https://github.com/phosphoer)

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## Accomplishments

- Worked on initial experience prototypes for HoloLens at Microsoft
- Bootstrapped the open-sourcing of WinJS by re-implementing the internal build process using open-source tools
- Wrote a component-based game engine in C++ with XML serialization, meta-reflection, and messaging
- Built a 2D graphics engine in C++ using OpenGL supporting shaders, a powerful particle system, sprite animation, and fast batched 2D tilemap rendering
- Developed a 3D graphics engine in C++ using OpenGL and implemented a deferred lighting model with phong lighting, normal mapping, and shadows

## Technical Experience

- **Proficient** - Unity, C#, C, C++, Javascript, Windows API, DirectX, OpenGL, Git
- **Familiar** - Nvidia CG, GLSL, HLSL, x86 Assembly

## Projects

- **[Bicyclism EP](#) - September 2015 - Current**
  - Personal project with friends, full version of a game jam game done the previous year
  - Wrote core gameplay code, procedural gen, physics based player controller
  - Designed levels and game modes
- **[HoloLens Experiences](#) - April 2015 - Current**
  - Microsoft - SDE
  - Worked in Unity on prototype HoloLens experiences
  - Did networking, gameplay code, designer support
  - Made awesome holograms
- **[WinJS](#) - August 2013 - April 2015**
  - Microsoft - SDE
  - Set up a new build system during move to open source using the Grunt library
  - Worked on UI features such as rewriting a control from scratch
  - Implemented new UI designs for Windows Phone
  - Built control test page that automatically updates itself to latest master bits
  - Worked to make UI functional and consistent across all platforms
- **[Perspective](#) - November 2011 - August 2012**
  - Student Team Project
  - I was brought onto the team to rewrite the graphics engine from the ground up and do some restructuring of the code layout. The hardest part was quickly learning a foreign engine and writing a new graphics engine that required minimal changes to the existing code-base.
- **[It Belongs in an Ancient Ruin!](#) - June 2010 - April 2011**
  - Student Team Project
  - A stealth-based action platformer for which I wrote an OpenGL 2D graphics engine, wrote game-play logic, and designed levels

## Education

- **Digipen Institute of Technology** - B.S. in Computer Science in Real Time Interactive Simulation  
2009 - 2013