Evan Overly

Software Developer — Team Lead — Technical Artist

Self-starting Software Developer, Technical Artist, and Team Lead.
With experience in numerous different domains, I'm ready to adapt and push your project to the next level.

Eugene, OR   **EvanHOverly@gmail.com**   **linkedin.com/in/evan-overly**   **github.com/EhoNo1**
EvanOverly.com

EXPERIENCE

Cashier & Bakery Clerk

Publix #1189 in Gulf Breeze – 2017-2021

Independent Game Developer

Untitled Racing Game

EDUCATION

Software Design & Development

2021-2024 - University of West Florida
- Developed and maintained a virtualized network of RedHat Enterprise Linux machines.
- Designed and deployed OracleDB services in an academic setting and retrieved comprehensive datasets using optimized SQL requests.
- Created insightful graphs and processed data using R-Studio.
- Hosted projects on the Cloud using Digital Ocean, that accessed a custom-designed persistent MongoDB database.

PROJECTS

VRChat Content Creation, Multiple Projects

Technical Artist
- Designed and developed custom-built 3D virtual reality experiences.
- Utilized VRChat's modified C# language, UdonSharp to implement never-before-seen experiences and push the limits of what's possible on the platform.
- Managed, maintained, and organized a comprehensive library of 3D assets of both original and market assets.
- Leverage Git and Git LFS to backup and maintain the project.

Nature-Dex

2024 - Team Lead & Software Engineering Lead
- We architected an application from scratch using Microsoft Azure, ASP.NET, and ReactJS and implemented a live plants & animals encyclopedia.
- As Team Lead I managed the project backlog and regularly checked in with team members to verify and

maintain timelines.

RolePlaying Game Framework

2024 - Team Lead, Senior Developer
- Lead the team in design choices and Agile/Scrum Activities.
- Maintained the project backlog and listened to team member's needs, tracking project progress.
- Documented and negotiated customer needs and helped ensure transparency and customer involvement in our project.
- Senior Developer and mentor for team members less experienced in our chosen platform.
- Used Git to maintain and manage the project between multiple machines and team members.
- Utilized Unity3D's C# compiler and design patterns to implement arbitrary data and object persistence using JSON.

Feast Folio

2024 - Software Developer
- Utilized Google Firebase to implement a private user journaling system in our ReactJS app.
- Used Git to maintain, manage, and deploy the project on the cloud.

Linnen Tracking Project

2021 - Team Lead
- Used Git to maintain and manage the project between multiple team members.

Eagle Scout Service Project - Planter Boxes for Good Shepherd Lutheran Church School

Organizer & Project Lead
- Designed, organized, and fundraised a community service project to develop garden boxes for the school at Good Shepherd Lutheran Church so the school could add horticultural education to their curriculum.

CERTIFICATIONS & AWARDS

RedHat Enterprise Linux RH124 Course Completion
2016 Boy Scouts of America rank of **Eagle Scout**
2016 Adobe Certified Associate **Rich Media Communication using Adobe Flash® CS5**
2015 Adobe Certified Associate: **Visual Communication using Adobe Photoshop®**
2017 Florida Ready To Work: **Gold Credential**

ORGANIZATIONS

Assistant Sysadmin & Moderator for Midnight Valley Minecraft Server 2024-Current
UWF Association of Computing Machinery - 2022-2024
Booth Production Member of Gulf Breeze High School Robotics Team - 2016-2017
Scribe & Historian For BSA Troop 102 -2013 - 2016