

Evan Witt

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Objective – Currently only available for for contract work, or part-time work. Experienced in software design and testing, but now focused on the media music field (music for games, film, etc.). In computer programming, experienced in testing and game development.

Education:

- Graduated 2011, B.S. degree with a double major in Computer Science (College of Physical and Mathematical Sciences) and Music Composition - Brigham Young University, Provo, Utah.

Honors & Awards:

- Completed music and sound on a Top-Ten finalist (out of 700) for the Indies vs PewDiePie game jam. Game later appeared in PC Gamer magazine, with over 50,000 downloads.
- Gordon B. Hinckley presidential scholarship awarded 2003, by interview.
(Highest scholastic award offered to incoming freshmen.)
- Admitted spring of 2004 into the BYU School of Music, by audition.

Work Experience:

- Archive Entertainment (with Robby Zinchak, May 2015 - present)
Music and sound design. Game will be showcasing at Pax Prime 2015.
- TechSmartKids (with Bruce Levin, January 2015 – present)
Instructed Middle School students in programming in Python. Aided in curriculum development.
- Fixer Studios – Software Engineer (with Eric Olson, February 2014 – July 2014)
Implemented designed features into clientside game build.
Bug fixing on ticketed bugs in the game build.
- Microsoft Software Design Engineer in Test (with Michael Ebersol, May 2011 – May 2013).
Involved test design and implementation, automated test construction, bug tracking and bug triage.
Language-use focused on C# and Powershell with an emphasis on virtualization.
Included work with automated testing frameworks focusing on WTT and TAEF.

Skills:

- Over fifteen games scored at game jams and community events.
- Music composition/editing using Logic, Sibelius, and FMod.
- Programming using C, C++, C#, Java, and Python in Linux, Windows, and Mac OS X.
- Certification in HTML, PHP, and SQL. Hobby work with Unity and Unreal Engine 4.

Community Activities:

- Senior Writer for NewGameNetwork.com (writing/editing video game reviews for publication).
- Original music for several student films (will provide demo reel on request).
- Formerly in BYU Men's Chorus and Concert Choir.

References:

Contract owner Robby Zinchack: Director of Archive Entertainment game studio.

Email: robbyz@archiveentertainment.com Tel: (480)-612-4942

Supervisor Michael Ebersol: Supervisor for Microsoft Hyper-V Modern VM team.

Email: Michael.Ebersol@microsoft.com Tel: (425)-722-7839 X27839

Supervisor Eric Olson: Supervisor for Fixer Studios client development team.

Email: ejo@pigeonchasm.com

Other Skills and Interests:

Conversational in German. Interests in piano, running, and short story writing.