

Sevan Evans

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EDUCATION

College Of The Desert , Palm Desert, CA	Expected 2026
<i>Associates of Science, Physics</i>	GPA: 3.5
Relevant Coursework: General Engineering, Physics, Higher Mathematics, Computer Science	

TECHNOLOGIES

Tools & Languages: Kotlin Multiplatform, React (Web/Native), Swift, Node.js, Java, Lua
Architectures: MVI, MVVM, Clean Architecture, Shared Multiplatform Logic, XMPP
Infrastructure & Frameworks: Firebase, Google Cloud, AWS, WebRTC, Express.js, REST

WORK EXPERIENCE

Tigase, Inc - End User Software Engineer , - Remote - Full-time	Jan 2021 - Dec 2024
<ul style="list-style-type: none">• Architected and developed the front-end of Tygrys, a custom XMPP communications application for privately hosted messaging servers using Kotlin Compose Multi-platform with deployments on Android, iOS, Linux, Windows, and macOS.• Pioneered Kotlin Compose Multi-platform adoption, enabling faster development cycles and streamlined cross-platform releases, accelerating team productivity and product iteration.• Set up and maintained automated CI pipelines using OneDev, improving the reliability of builds and enabling automated testing and deployment on every code push.• Redesigned and implemented the product's sales website using Jekyll, leading to a noticeable improvement in load times, user navigation, and search engine visibility.	
BodyMX - Full-Stack Software Engineer , - Palm Springs, CA - Full-time	Sept 2022 - Apr 2024
<ul style="list-style-type: none">• Co-founded and led development for a real-time fitness coaching platform. Oversaw full-stack architecture and implementation of chatrooms, video consultations, hierarchical user roles, and an integrated Stripe e-commerce system.• Developed a hybrid database architecture using Firebase and MongoDB for cross-database transactions.• Ensured Mobile-responsiveness with React, Material UI, and TypeScript, consistently following best practices to optimize performance, accessibility, and user engagement.• Handled business and legal operations, including IP, incorporation, and platform compliance	
Quick Draw Development - Front-End Software Engineer - Remote - Contract	Jan 2024 - Feb 2024
<ul style="list-style-type: none">• Developed an advanced filtering system for a food processing service, enabling clients to efficiently sort and categorize large datasets based on multiple criteria of advanced data types• Collaborated closely with the management and engineering team to ensure seamless integration with their existing systems and workflows.	
WeFiix - Repair Technician , - Palm Springs, CA - Part-time	Sept 2022 - Apr 2022
<ul style="list-style-type: none">• Repaired over 50 smartphones and laptops, handling a wide variety of issues including screen replacements, battery swaps, water damage repairs, and software troubleshooting.• Generated approximately \$22,000 in repair revenue during the tenure by providing high-quality, reliable fixes• Consistently met or exceeded daily repair quotas, contributing to the store's strong reputation for fast and dependable service.	
Pieology - Server , - Rancho Mirage, CA - Part-time	Feb 2020 - Aug 2020
<ul style="list-style-type: none">• Delivered fast, friendly, and accurate service in a high-volume, fast-casual pizza environment	

FEATURED PROJECTS

JumperSim | <https://github.com/plaidroni/JumperSim>

2025

Physics-based 3D Skydiving Simulator & Safety Training Tool

A 3D skydiving simulation using **Three.js** and **Typescript** that models realistic jumper dynamics in freefall and under canopy, with real-time weather, wind layering, and full, scrubbable playback controls. Designed to predict and prevent canopy collisions

- Developed a custom physics engine to simulate skydiver trajectories affected under layered wind forces at 1,000 ft AGL intervals using fetched Open-Meteo data.
- Developed Unity-style developer console with draggable panels, full timeline scrubbing capabilities, and dynamic Mapbox satellite integration, supporting multiple aircraft types (DC-9, Skyvan, Twin Otter, Cessna-172) with accurate flight characteristics and jump run simulations

BodyMX Web-App | closed-source

2022-2024

Real-time Fitness Coaching Platform

Built a cross-platform health and fitness platform enabling remote coaching through live video, chat, training logs, and payments. Developed the responsive front-end using React and Grommet, and implemented real-time back-end systems with Node.js, Firebase, and MongoDB. Integrated secure video conferencing via WebRTC, Stripe-powered payments, and real-time data sync with role-based access control for clients, trainers, and admins.

- Engineered full-stack features including authentication, chat, video calls, and payments using Firebase, WebRTC, Stripe, and Node.js
- Created a responsive React-based UI with Grommet, optimized for mobile and desktop, supporting real-time sync and role-based dashboards

Vector Dealer | <https://github.com/plaidroni/vd-github>

2020

Lua Scripting & Game Development

Developed a comprehensive Garry's Mod extension that introduces a dynamic "Vector Dealer" NPC system designed to enhance gameplay depth and player engagement through timed rare item distribution events.

- Implemented an automated spawning/despawning system with configurable intervals and multiple spawn locations, creating unpredictable "cat and mouse" gameplay scenarios for high-tier item acquisition
- Built extensive command-line interface with SQL database integration for real-time server configuration, including inventory management, spawn locations, player models, and timing intervals without requiring server restarts

NOTABLE EARLY WORK

- Developed the official Palm Desert High School mobile app (2019)
- 1st Place, 2019 Riverside County Programming Competition
- Big Data Computer Science Award Recipient (2018)

PERSONAL EXPERIENCE

- Active licensed skydiver and member of the United States Parachute Association
- Argentine Tango teacher