Sevan Evans

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EDUCATION

Associates of Science, Physics   Expected 2027
College Of The Desert, Palm Desert, CA

                                                                                                                 GPA: 3.4
Relevant Coursework: Engineering, Classical & Modern Physics, Higher Mathematics, Computer Science   Dean's List

Activities: President, Physics Club - MESA Program Member - NASA NCAS Robotics Competition

TECHNOLOGIES

Scientific Computing: Three.js, Physics simulations, Python, MATLAB, real-time data processing
Front-End & UI Development: React (Web/Native), TypeScript, HTML/CSS, Material UI, Kotlin Compose
System Integration: REST APIs, WebSocket, Firebase, WebRTC
Development Tools: Git workflows, CI/CD pipelines, Linux environments, Docker containerization
Backend & Infrastructure: Node.js, Express.js, Firebase, Google Cloud, AWS, MongoDB
Additional Languages: C++, Swift, Java, Lua, Bash scripting

WORK EXPERIENCE

Computational Fluid Dynamics Presentation Consultant | *Unike USA* | Remote | Contract   **Dec 2025 - Present**

- Evaluate and document structured feedback on a series of computational fluid dynamics and engineering simulation software presentations, assessing technical clarity, use-case communication, and accessibility for both academic and industry audiences.

STEM Educator | *WindTree Education* | Palm Desert, CA | Part-time   **Sept 2025 - Present**

- Introduce K–12 students to foundational engineering concepts using hands-on demonstrations and simplified physics experiments.
- Communicate complex scientific principles clearly to students of varied experience levels.

Front-End Software Engineer | *Quick Draw Development* | Remote | Contract   **Jan 2024 - Feb 2024**

- Built an advanced multi-criteria data-filtering system for a large-scale industrial processing platform, enabling high-volume dataset analysis and traceability.

End User Software Engineer | *Tigase, Inc* | Remote | Full-time   **Jan 2021 - Dec 2024**

- 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.
- Designed data-driven UIs with real-time messaging capabilities
- Set up and maintained automated CI pipelines using OneDev, enabling automated testing and deployment; optimized builds and cut artifact creation time by over 95%.

Full-Stack Software Engineer | *BodyMX* | Palm Springs, CA | Full-time   **Sept 2022 - Apr 2024**

- Co-founded and engineered a real-time React and Typescript personal wellness platform integrating WebRTC video, telemetry logging, and a full user-role hierarchy.
- Designed hybrid backend architecture with Firebase + MongoDB including cross-database synchronization and real-time state updates.

FEATURED TECHNICAL PROJECTS

JumperSim | https://github.com/plaidroni/JumperSim - www.jumpersim.com 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

- Created a custom physics engine to simulate skydiver trajectories affected under layered wind forces at 1,000 ft AGL intervals using fetched real-time Open-Meteo data.
- Validated simulation outputs against real-world environmental data
- Developed Unity-style developer console with draggable panels, full timeline scrubbing capabilities, and dynamic Mapbox satellite integration, supporting multiple aircraft types with accurate flight characteristics and jump run simulations

Coell Studios | www.coellstudios.com 2025

React & Firebase Photography Page

- Created a React + Firebase photography platform showcasing high-resolution skydiving photography with fast, mobile-first galleries
- Implemented album-based browsing, lazy-loading, optimized thumbnails, and responsive design with Tailwind CSS for smooth and accessible user interactions.
- Integrated Firebase Storage & Firestore for scalable content management and metadata handling, alongside Stripe for secure payments and digital download delivery.

BodyMX Web-App | closed-source 2022-2024

Real-time Fitness Coaching Platform

Cross-platform health and fitness platform enabling remote coaching through live video, chat, training logs, and payments. Engineered the responsive front-end using React and Material UI, 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

NOTABLE EARLY WORK

- Created the official Palm Desert High School mobile app utilizing Swift & Java (2019)
- 1st Place, 2019 Riverside County Programming Competition using Java
- Big Data Computer Science Award Recipient (2018)

SPECIALIZED EXPERIENCE

- **Active B-licensed skydiver and member of the United States Parachute Association**
  - Demonstrates high-stakes decision-making, risk assessment, and clear communication under pressure.
  - Actively Pursuing FAA Riggers Certification
- **NASA Community College Aerospace Scholars Robotics Competition**
  - Selected participant in an intensive 5-day robotics competition designing and building rovers under strict time and resource constraints
  - Awarded team MVP by mentor for collaborative leadership, soft skills, and technical ingenuity