Evelyn Hosana

(708) 247-4732 • Charlotte, NC • evelynhosana123@gmail.com • Personal Site • LinkedIn • GitHub

Education

EXPECTED GRADUATION: DECEMBER 2026
Master of Science in Computer Science| University of North Carolina | Charlotte, NC

Specializing in AI, Robotics and Gaming • 3.33 GPA • Relevant Coursework: Machine Learning, Interactive Computer Graphics, Game Development

MAY 2024
Bachelor of Science in Psychology | University of Illinois | Champaign, IL

Minor in Computer Science • Specializing in Cognitive and Clinical Psychology • 3.53 GPA • Relevant Coursework: Data Structures and Algorithms, Object Oriented Programming and Design, Game Development

Projects

DECEMBER 2024
Crop Yield Production | Machine Learning | Programmer

- Implemented a machine learning model in Python using Jupyter Notebook to predict crop yield based on environmental and agricultural inputs such as location, soil pH, rainfall, temperature, and crop type.
- Preprocessed dataset by handling missing values, encoding categorical data, and normalizing features, then trained a Support Vector Regressor (SVR) model to analyze regional trends and generate predictions.
- Delivered accurate predictions and provided actionable recommendations for improving crop yield, showcasing the effectiveness of machine learning in addressing agricultural challenges.

NOVEMBER 2024
Phong's Per Fragment Shading | Interactive Computer Graphics | Programmer

- Developed a WebGL-based visualization using JavaScript and HTML to implement Phong shading for the Utah Teapot model, focusing on per-fragment lighting calculations.
- Programmed shaders to compute ambient, diffuse, and specular components with adjustable light position, intensity, and material reflectivity, enhancing interactive lighting effects.
- Achieved real-time rendering of complex lighting and shading phenomena, demonstrating advanced graphics techniques for dynamic 3D visualizations.

OCTOBER 2024
Ravager Revenge | Game Development | Project Leader and Programmer

- Led a team of university developers to design and develop an immersive adventure FPS game using Gamemaker Studio, incorporating strategic gameplay elements and dynamic enemy interactions.
- Engineered core game mechanics, including AI for three distinct enemy types with unique attack patterns, boss mechanics with multi-phase behaviors, procedurally generated enemy spawn points, and optimized physics for realistic projectile and combat interactions.
- Demonstrated leadership and collaboration by coordinating tasks, fostering clear communication, and driving project milestones, resulting in a fully functional game with engaging story, responsive NPC interaction and seamless level progression.

Skills & Technologies

Programming Languages

C++ • Python • Java • JavaScript • HTML

Foreign Languages

Polish (native proficiency) • Japanese (intermediate) • Norwegian (beginner)

Microsoft Office Products & Tool Applications

Word • Excel/CSV • Docker • Anaconda • VSCode • CMD & PowerShell • Unreal Engine • Gamemaker Studio

Experience

AUGUST 2024 – PRESENT
Server at Pins Mechanical Co. | Rise Brands | Charlotte, NC

Delivered exceptional customer service in a fast-paced bar environment, ensuring smooth coordination of orders and guest satisfaction. Developed technical problem-solving skills by managing point-of-sale (POS) systems and troubleshooting operational issues. Gained experience in collaborative teamwork and communication, essential for cross-functional teams.

JUNE 2023 – MARCH 2024
Kitchen Leader | Chipotle Mexican Grill | Champaign, IL

Managed kitchen operations, including team coordination, food preparation, and inventory monitoring to maintain efficiency and quality. Applied leadership and organizational skills to streamline workflows. Adapted quickly to dynamic situations, fostering skills in resource management and operational efficiency.

Activities & Interests

UNCC

Engineer Graduate Association • Game Developers • GirlsWhoCode

UIUC

ESPORTS • Women in Computer Science • Project Code

Personal/Leisure

International Travel • Graphic/Web Design • Foreign/Program Language Learning • Nature Exploration • Gaming