# Evelyn Hosana

(708) 247-4732 • Charlotte, NC • evelynhosana@proton.me • evelynhosanaportfolio.com
linkedin.com/in/evelynhosana/ • github.com/evelyn-hosana

## Education

**Master of Science in Computer Science| University of North Carolina | Charlotte, NC** Expected Graduation: May 2026
Specializing in AI, Robotics and Gaming • 3.71 GPA
Relevant Coursework: Machine Learning, Interactive Computer Graphics, Game Development I/II, Software System Design and Implementation, Data Mining, Parallel Computing

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

## Professional Experience

**Software Developer Intern | LensPoint Finance LLC | Charlotte, NC** May - Aug 2025

- Developer for initial release of full-stack expense tracking web application hosted in Azure. Leveraged Vue.js, TypeScript, Flask, and SQL Server database in a team development environment under senior engineering guidance.
- Built end-to-end Auth0 JWT authentication system including: associated frontend components in Vue, backend token validation with caching, and automated user provisioning workflows using Azure Functions and Okta webhooks.
- Contributed to application architecture discussions, code reviews, and deployment processes while gaining hands-on experience in contemporary web development practices, API design patterns, and cloud infrastructure management.

**Kitchen Leader | Chipotle Mexican Grill | Charlotte, NC** Mar 2025 – Present

- Managed kitchen operations, including team coordination, food preparation, and inventory monitoring to maintain efficiency and quality.

## Projects

**Gameplay Programmer | Camp Dreadpine: The Forgotten Summer | Unity (C#)** July 2025

- Implemented core game mechanics for a first-person survival prototype, including noise-based AI pathing with NavMesh, two-part item management system (hotbar and world interactions), stealth gameplay, and progression pathing through puzzles much like Dead by Daylight's generator objectives
- AI state machine implementation for patrol, chase, and investigation scenarios with noise detection made by players
- Created and balanced tension-based gameplay through stamina systems, distractions, and environmental storytelling elements

**Performance Engineer | N-Body Gravitational Simulation | C++, OpenMP, CUDA** Nov 2025

- Physics simulation modeling of gravitational effects based on Newton's Law and three optimization levels: C++ Sequential Programming, OpenMP CPU Parallelization, and CUDA GPU Computing
- Performed analysis of code efficiency in terms of running times comparing threaded and serial code, displaying 15x+ speedup via parallel computing developed 2D/3D trajectory visualizations that showed the accuracy of force computation and boundary conditions

## Research

**Steam Game Price Prediction with Machine Learning | Python, Jupyter Notebook** Dec 2025

- Designed and tested several regression models based on machine learning techniques that could estimate Steam game pricing based on structured metadata extracted using the Steam API. Created a custom data set and data processing pipeline to test traditional versus literature-based models and comparing results through standard regression measures.
- A full technical report details dataset creation, feature engineering, model comparisons, and evaluation results.

## Skills & Technologies

**Programming Languages**
C++ • Python • Java • JavaScript • TypeScript • SQL

**Development Tools**
GitHub • VSCode • Docker • Anaconda • PowerShell Automation • Unreal Engine • Gamemaker Studio • Unity • Claude

**Foreign Languages**
Polish (native proficiency) • Japanese (intermediate) • Norwegian (beginner)