

Evan Jonson

Raleigh, NC 27606 | (919) 619-6966 | evancjonson@gmail.com

<https://www.linkedin.com/in/evan-jonson> | <https://github.com/ecjonson> | <https://www.evanjonson.com>

Computer Science M.S. Candidate | Researcher in Low Latency Displays and Computer Graphics

EDUCATION

Master of Science — Computer Science, North Carolina State University	<i>Expected Graduation: 12/2026</i>
Bachelor of Science in Computer Science, North Carolina State University, Cum Laude	2023
<i>Major GPA: 4.0</i>	
<i>Dean's List: Fall 2022, Spring 2023, Fall 2023</i>	
Associate of Science in Pre-Engineering, Wake Technical Community College	2021-2021
<i>GPA: 4.0, Completed 3 credits</i>	
Associate of Science in Pre-Engineering, Asheville-Buncombe Technical Community College	2020-2021
<i>GPA: 4.0, Completed 10 credits</i>	

TECHNICAL SKILLS

Programming Languages: Python, C, C++, C#, CMake, Java, SQL, JavaScript, TypeScript, HTML, CSS, x86 Assembly, PIO
Frameworks & Tools: Picotool, Scikit-Learn, WebGL, React, NextJS, AngularJS, Spring, Hibernate, Docker, Github
Expertise: Prototyping Novel Display Systems, Computer Graphics, Machine Learning, Data Analysis, Software Design

PROJECTS

Ultra-Low Interactive Latency with Frameless Render-Display Integration — Thesis Research, NCSU	2025 — Present
- Designed and prototyped a new display system that achieved average click-to-photon latency under 2ms. - Presented and exhibited at SID I-Zone. https://sid.org/Portals/5/pdf/SID-Digest/DW2026/docs/109-3.pdf - Exhibiting at I3D in May, and SIGGRAPH E-Tech in July. Presenting at SIGGRAPH Price Workshop in July 2026.	
Competitive MTG Modeling — Team Research, NCSU	2025
- Applied modern machine learning data analysis techniques to predict winners of a competitive card game. - Co-Authored research paper with PhD students.	
Metaball Fluids with Marching Cubes — Individual Project, NCSU	2025
- Implemented real-time WebGL fluids simulator with advanced modeling and physics algorithms. - Check out my demo and play with it in your desktop browser! https://github.com/ecjonson/MetaballFluids	
InterAction+ For Gmail — LexisNexis & NCSU Capstone Project	2023
- Developed a Gmail add-on to sync contact data with a CRM, using Google Apps Script for API integration. - Leveraged Agile methodologies through weekly collaboration with LexisNexis Stakeholders.	
Stadium Navigator PWA — Team Lead, NCSU	2023
- Built a Progressive Web Application with offline capabilities, authentication, cookies, and database integration. - Containerized development using Docker for consistent and efficient mobile-first deployment.	

PROFESSIONAL EXPERIENCE

Hospitality Associate — Omni Grove Park Inn, Asheville NC	2015-2020
Delivered exceptional customer service in multiple roles, including bartender, server, and dining room assistant.	
Intern — SHODER, Durham NC	2007-2008
Designed and maintained websites, databases, and educational tools using PHP, JavaScript, HTML, CSS, and C++.	

INTERESTS

Raspberry Pi | Building custom desktop computers | Game development & design | Hiking | Biking | Ultimate Frisbee