

TREVOR BENDER

Lancaster, PA

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github.com/Spyder-Monkey

EDUCATION

Millersville University

Bachelor of Science – Computer Science

Jan 2020 – May 2023 (Expected)

Millersville, PA

RELEVANT COURSEWORK

- Data structures and algorithms
- Computer architecture, machine code, pipelining and parallel processors
- Artificial intelligence paradigms
- Software development, agile, git flow
- Programming language design, semantics, and implementation
- Data modeling, database queries, relational and non-relational database systems
- Calculus, statistics, and linear algebra

EXPERIENCE

Product Flow Specialist/Truck Lead

Oct 2016 – Present

Best Buy

Lancaster, PA

- Directed and supervised a team of six individuals in the efficient and accurate unloading, sorting, and placement of thousands of products, while maintaining a high level of attention to detail.
- Implemented end-of-night procedures to ensure proper securing and arming of the premises.
- Processed thousands of online orders and assisted customers and employees with in-store product pickup.
- Managed and documented the intake, outbound shipment, and inventory control of merchandise within the store.

ACHIEVEMENTS

CCSCE Programming Competition

Oct 2022

- Ranked third out of 31 teams from across the East Coast, demonstrating exceptional performance, teamwork, and competitive drive in a high-pressure, fast-paced environment.
- Demonstrated strong problem-solving skills by solving 7 out of 9 complex problems within a challenging three-hour timeframe.

PROJECTS

Autodex | Python

Jan 2023 – Present

- Utilizes the National Highway Traffic Safety Administrations API to pull vehicle information.
- Gathers vehicle information, which is normally blocked by a paywall, for free.
- Keeps track of vehicles specified by their VIN.

UML Class Editor | Python

Aug 2022 – Dec 2022

- Developed over the span of a semester in a group of 6 for a software development course.
- Developed using the agile methodology.
- Used multiple design patterns to implement features more easily.
- Allows the user to choose between a CLI or a GUI.

Arch Tower Defense | Unity/C#

Nov 2022 – Dec 2022

- First person shooter tower defense game.
- Developed in 3 weeks by a team of 3.
- Implements multiple algorithms for a variety of characters.

SKILLS

Languages: Java, C++, C#, C, Python, OCaml, CLISP

Web Development: HTML, CSS, JavaScript, PHP, NodeJS, ExpressJS

Database Systems: PostgreSQL, MongoDB

Developer Tools: VS Code, Eclipse, gdb, Arch Linux, Git, GitHub