

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

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

PACISE Programming Competition

Mar 2023

- Won the PACISE programming competition, excelling in the field of programming and demonstrating a keen aptitude for problem-solving.
- Demonstrated exceptional teamwork as part of a group that solved all programming problems in the PACISE competition, with 50% of them being the first to find a solution, and completed the challenge in just 40% of the allotted time.

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

- Integrated the National Highway Traffic Safety Administration's API to extract vehicle data, resulting in a streamlined and efficient data retrieval process.
- Developed a solution to extract vehicle information without incurring any costs, demonstrating a strong commitment to data accessibility and proficiency in navigating technical barriers.
- Implemented a VIN-based tracking system for vehicles, providing a reliable and accurate way to monitor and manage vehicle data.

UML Class Editor | Python

Aug 2022 – Dec 2022

- Collaborated with a team of five to develop a UML Class Editor over a single semester.
- Utilized Agile methodologies and tools to ensure timely completion and high-quality results.
- Leveraged multiple design patterns, such as MVC, to promote code flexibility, adaptability, and robustness.
- Includes both GUI and CLI interfaces, providing users with a seamless experience across different platforms and environments.

Arch Tower Defense | Unity/C#

Nov 2022 – Dec 2022

- Merges the concepts of tower defense and FPS, resulting in an innovative gameplay experience that caters to a diverse audience.
- Developed in a team of three within a tight three-week deadline, showcasing strong teamwork and time management skills.
- Utilized a multitude of algorithms for different characters, resulting in a rich and diverse gameplay experience.

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