

Trevor Bolton

3006 Cortez Street, College Station, TX, 77845 | (719) 964-3108 | TBolton2000@tamu.edu | trevorbolton.dev

OBJECTIVE

To earn a challenging position in Computer Science to gain experience in software engineering and management

EDUCATION

Texas A&M University, College Station, TX

Expected Graduation May 2021

Bachelor of Science: Computer Science, Information and Intelligent Systems, Honors Track GPA: 3.951

Minors: Cybersecurity and Mathematics

Honors/Awards: Engineering Honors, Dean's List, Commitment to Service Award

Coursework: Graduate Analysis of Algorithms, Honors Data Structures and Algorithms, Software Engineering, Computer Systems and Organization, Mathematical Modeling, Linear Algebra, Machine Learning

WORK EXPERIENCE & SIGNIFICANT PROJECTS

SynchroSoft, LLC., College Station, TX

May 2020-August 2020

Software Engineering Intern

- Implemented a generalized graph traversal algorithm to calculate the reach of a power grid relay
- Developed a method for automatically optimizing relay settings for ideal protection using low-level API calls
- Built out new features in a mid-sized code base creating layers of abstraction to build a higher-level interface
- Gained experience in functional Modern C++20, API design, and Agile development

SpaceCRAFT VR Researcher, College Station, TX

January 2020-May 2020

Machine Learning and Robotics Operations Technician

- Designed attachable objects in Unreal Engine VR with C++ using graph algorithms and data structures
- Implemented generalized reinforcement learning algorithms in Python for the SpaceCRAFT platform

Personal Tutor, College Station, TX

August 2018-Present

Entrepreneur

- Responsible for teaching students Data Structures, Discrete Math, Calculus I & II, Engineering Physics
- Facilitated a collaborative work environment that effectively engaged students with a prepared study plan

Toy Tetris in C++

June 2020-August 2020

- Learned 2D Graphics in C++ using SFML to recreate the rules and gameplay of Tetris
- Utilizing componentization and class hierarchies to create core game mechanics

pen-runners.web.app

March 2020-April 2020

- Developed a web application using React.js that allows users to creatively draw on OpenStreetMaps
- Lead a team as a project manager using Agile development and GitHub projects

TAMUHack Aggie Honor Bot

January 2020-Present

- Created a robust web server backend and bot in Node.JS that monitors GroupMe group chats in 24 hours
 - Gained experience in Node.JS, Express, REST APIs, project management, and web development
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LEADERSHIP & EXTRACURRICULARS

Undergraduate Research Scholars

August 2020-Present

Cloud and Distributed Systems Research Assistant

- Designing and implementing a Function-as-a-Service that utilizes stream computing technologies
- Authoring a research thesis prior to graduation and working towards publishing my thesis

TAMUHack

January 2020-Present

Team Lead

- Delegated roles and tasks to team members to design and implement my project idea and monitored progress
 - Enabled team members to create software by teaching them about the tools and helping solve their problems
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SKILLS/QUALIFICATIONS

Coding: C++, Python, JavaScript, TypeScript, React, X86 Assembly Language, MATLAB, R, HTML, CSS, SQL

Technical: Microsoft Office, Unreal Engine, Unity, LaTeX, Google Cloud Platform/Firebase, Databases, UNIX