

# Trevor Egbert

[trevjegbert21@outlook.com](mailto:trevjegbert21@outlook.com) ♦ (801) 882-0747 ♦ Layton Utah ♦ <https://tjegbert.github.io>

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## Full-Stack Developer

I am a full-stack developer specializing in back-end services. With three years in the field, I focus on developing efficient software solutions across multiple languages and tools.

## Skills

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|-------------------|------------------|------------------------|
| • Hard worker     | • Java           | • Game development     |
| • Quick learner   | • Self-Motivated | • Opensource developer |
| • Detail oriented | • C#             | • Teamwork             |

## Education

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### Bachelor of Science in Computer Science, Minor in Data Science

Weber State University ♦ May 2021 - April 2025

### Associate of Applied Science in Computer Science

Weber State University ♦ May 2021 - December 2024

### Certificate for Digital Media Design

Davis Technical College ♦ 2019

## Experience

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### Personal Project: Video Game Database

- Designed, developed, and maintained a 5 window Windows application.
- Implemented search functionality using the Twitch API.
- Engineered filter functionality into the database interface window of the application.

### Personal Project: Puzzle Block

- Designed, and currently developing a sliding block puzzle game.
- Developed the code to easily implement new features.
- Designed and developed 40 levels with 5 different level mechanics throughout.

### Personal Project: Turn-Based RPG

- Designed and currently developing a turn-based RPG game.
- Overhauled battle system code to make it more efficient, readable and expandable.
- Streamlined future development by introducing a single character base class that subclasses inherit from.

### CS 3750 Software Engineering 2

- Developed 2 MERN stack web applications in a team of 3.
- Engineered and maintained backend logic using MongoDB and JavaScript.

### **CS 4760 Capstone ASP.Net Core Web Application**

- Developed a grant web application with a team of 5.
- Reviewed and debugged the other 4 team members' code on a weekly basis for 16 weeks.
- Designed and maintained the database for the grant web application.

### **CS 3550 Database Programming**

- Designed, developed, and maintained a learning management system.
- Programmed 20 to 30 triggers, views, functions, and procedures for increased flexibility and ease of use.

### **CS 3280 Object Oriented Windows Applications**

- Developed 6 small Windows applications based on design documents that were provided by the professor.
- Designed, developed and debugged 3 Windows applications.

### **CS 3260 Mobile Development for the iPhone**

- Developed a new small iPhone app every week for 16 weeks based on design documents that were provided by the professor.
- Designed and programmed a video game database, where the app would connect to the Giant Bomb API for its search capabilities.

### **CS 4580 Data Science Algorithms**

- Analyzed and interrupted 10 different datasets containing at least 10 features and 500 observations using the Data Science lifecycle.
- Applied the full Data Science lifecycle on 3 major projects.

### **CS 5600 Machine Learning**

- Prepared data using the Data Science lifecycle to be used in machine learning models.
- Programmed and trained 10 different types of machine learning models to find trends, classify data, and make predictions about future data.

### **CS 4640 Foundation Game Development**

- Upgraded Unity Roll-A-Ball tutorial to include enemies, breakable walls, and shooting mechanics.
- Created a 2D platformer with 2 different types of enemies, healing mechanics, and a firing mechanic for the player character.

### **CS 4650 Advanced Game Development**

- Designed and developed a top-down rouge like in team 3 people.
- Implemented a random level generator, foundation for level design, level switching mechanics, 3 different enemy types, player shooting mechanics, and sound effects.
- Review and debug the other 2 team members' code every week for 15 weeks.

### **CS 3230 Object Oriented User Interface Java**

- Developed a small new Java Windows application every week for 16 weeks based on design documents that were provided by the professor.
- Programmed a banking application that the user could deposit, withdrawal, and transfer money between accounts and other users.

### **CS 3270 Mobile Development for Android**

- Developed a small new Android app application every week based on design documents that were provided by the professor.
- Designed, programmed, and debugged a text-based adventure game in a week 2 weeks before it was due.
- Created an app that lets users manually create or search to add a game entry into a database. The search functionality searches using the Giant Bomb API.

## **Work Experience**

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### **Team Member**

Target, Riverdale Utah, From 2012 - 2019

### **Assistant Manager**

McKenzie Taxidermy Supply, Ogden Utah, 2019 - 2023

### **IT Intern**

Autoliv, Tremonton Utah, Summer 2024