Trevor Farquhar

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Education

MacEwan University, Edmonton   Expected Graduation: April 2026
Bachelor of Science - Computer Science (3rd year)
- **Courses:** Data Structures and Algorithms, UNIX and Scripting, Software Engineering I, Practical Programming Methodology, Object Oriented Programming, Discrete Mathematics

Skills

Languages: **Proficient:** JavaScript, Python, C, Java
                          Familiar: Kotlin, Perl, Bash, HTML, CSS, SQLite
Technologies: SuiteScript 2.0, Git, Bitbucket, UNIX, NetSuite, SOAP and RESTful webservices

Experience

Alta Via Consulting | JavaScript, SuiteScript, BitBucket   Berlin, Germany
Software Engineer (**On-site Intern** May 2023- August 2023, **Remote Employee** August 2023 – Present)
- Utilized JavaScript, SuiteScript 2.0, and shipping carrier APIs to create RESTful libraries, achieving a 30% enhancement in runtime efficiency compared to existing SOAP integrations
- Refactored existing RESTful and SOAP shipping carrier libraries and scripts to enhance efficiency and create consistency between all carriers
- Redesigned the NetSuite Workflow shipment architecture to accommodate future carrier integrations through the implementation of a dynamic and adaptable model
- Utilized SuiteScript 2.0 to develop a script for dynamic carrier selection which is used in parallel with the redesigned workflow architecture
- Implemented a comprehensive testing framework for shipping integrations to uphold product quality standards for clients

Projects

Android Work Scheduling App | Kotlin, SQLite, Git
- Developed an Android application using Kotlin that enables users to efficiently manage employees and create monthly schedules offline, eliminating the need for an internet connection
- Devised and implemented an employee sorting algorithm, utilizing a precedence system to suggest optimal staffing solutions for the selected date
- Integrated SQLite databases for data storage, managing both employee information and scheduling data within the application
- Developed exporting functionalities, allowing for users to effortlessly save a selected month and its corresponding data to a formatted PDF in local storage

Ice Breaker Game (HackEd 2021 – Hackathon) | Python, Graphics.py, Git
- Developed a Python application using the graphics.py library to create a local cooperative game where users strategically break blocks to trap the opponent
- Utilized SQLite to develop a database localized for user profiles and win-loss statistics
- Designed and created a user-interface to implement back-end functionality using the Python library graphics.py
- Optimized data processing to allow for efficient runtimes and enhanced user experience