

Trestin Ishak

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[GitHub](#) | [Blog](#) | [Website](#) | [Linkedin](#)

Experienced developer in Javascript, React, Ruby, and Rails. With a background in both car sales and game development, I bring strong collaboration and problem-solving skills by using communication and critical thinking. I am looking for a company where I can continue to learn and grow as a developer and as a person.

TECHNICAL SKILLS

Languages/Technologies

Javascript (ES6), ReactJS, Ruby, Rails, SQL, JSON, ThreeJS, HTML, CSS, Bootstrap, MaterialUI

Software/Applications

Visual Studio, Git, Unity, Postman, Adobe Photoshop, Adobe Lightroom, Adobe Premiere Pro, Active Record, SQLite3, Postgres, Heroku, Hostinger, Steam, Steamworks, Blender

TECHNICAL PROJECTS

The Fit Spot - [Github](#) | [Demo](#)

A fully responsive web-app allowing users to create custom fitness plans that help reach their personal goals.

- Utilized JSON Web Tokens and localStorage to store encrypted user information client-side.
- Implemented custom API by caching an external API to the local environment for faster load times.
- Designed a Rails back-end allowing users to dynamically save information and personalized workouts.
- Organized clean React layout using components and well thought-out separation of tasks.

trest.in - [Github](#) | [Demo](#)

My personal portfolio website showcasing who I am.

- Linked custom domain to hosting site using Apache Servers for a single page static application.
- Combined ThreeJS with React for a mix of 2D and 3D interactive elements.
- Detailed the web application to be fully responsive with dynamic scaling on both PC and mobile devices.
- Utilized color theory, interactivity, and a simplistic layout for ideal user experience.

Zombie Slayer - [Steam](#)

A wave based survival game in Virtual Reality.

- Orchestrated the core idea, style, and vision behind Zombie Slayer VR.
- Planned level design and game-flow for exemplary user enjoyability.
- Handled design and presentation of all promotional material.
- Produced all models, visuals, textures, and graphics seen in-game with Blender and Adobe Suite.

EXPERIENCE

Barely Games

Co-Owner and Creative Lead

Georgetown, Texas

06/2018 - Present

- Gained immense knowledge of Blender, Unity, and Adobe Suite.
- Created project timelines with my partner to get tasks done in a timely manner.
- Learned what users enjoy and dislike to design optimal user experiences.

Covert Chrysler Jeep Dodge & Ram

Car Salesperson

Austin, Texas

07/2020 - 12/2020

- Quickly met customer needs through listening to their problems and delivering a solution.
- Managed time with multiple clients and tasks in an orderly manner.
- Memorized products and company knowledge within a week of my start date.

EDUCATION

Flatiron School

Full Stack Web Development, Ruby on Rails and Javascript program

New York, New York

08/2021 - 11/2021

- Fast paced learning in a job-like environment.
- Primarily individual learning for on-the-job readiness.
- Completed numerous team-based projects and labs.
- Passed four code challenges and several mock tests.

Georgetown High School

High school diploma

Georgetown, Texas

09/2016 - 04/2020

- Graduated with a GPA of 3.9.
- Studied computer science and game design for three years.