

Trevor Thomas

9450 Gilman Drive
La Jolla, CA 92093-0100, Box Number 20378
909-660-2020
tathomas@ucsd.edu
github.com/trevorathomas5

Education

- Bachelor of Science, Computer Science**, Expected June 2022
- University of California, San Diego - La Jolla, CA
- 3.493 GPA
- No less than A- in all CS related courses.
- Valedictorian with 4.7 GPA, Alta Loma High School, 2018 - Alta Loma, CA

Coursework

- Completed:** Object Oriented Design, Software Tools and Techniques, Advanced Data Structures, Discrete Mathematics, Algorithm and System Analysis, Computer Organization and Systems Programming

Skills

- Languages:** Java, C, C++, C#, OpenGL/GLSL, Python, Bash Scripting, ARM Assembly
- Operating Systems:** Unix/Linux, Windows, Mac OS
- Software:** Unity Engine, Git, Valgrind, GDB, Eclipse, IntelliJ, Dr Java, MS Visual Studio, Vim

Projects

- Please look at my Github (github.com/trevorathomas5) to see the code/videos for these projects.
- Random Level Generator in Unity (C#)**
 - generates a random game level layout of rooms using user-created rooms
 - the user creates any number of rooms, specifying each room's walls and doors
 - the program then connects a specified number of the rooms into a random level layout
- Recursive Cube Render using LWJGL/OpenGL (Java/GLSL)**
 - renders a 3 dimensional cube using Light Weight Java Game Library, with each side of the cube also having another cube rendered on it, recursing infinitely
 - accomplished by rendering a scene of a cube to a Frame Buffer Object and then using this Object to texture the cube
- Flowing Grass Render using OpenGL (C++/GLSL)**
 - simple scene of grass being blown by the wind in OpenGL
 - uses a vertex shader to simulate grass movement