Trevor Martz

New Zealand

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Summary

A versatile, hardworking software developer with OOP, functional, front end development, and api design experience. An effective problem-solver who can adapt quickly to changing technologies and environments. A fast learner who enjoys learning new technologies.

Strong preference for frontend work, but a well rounded full stack developer.

Core Technologies	Utilities	Tools	Skills
● React ● AngularJS ● CSS3 ● HTML5 ● Javascript ● Node ● C# ● SQL ● Java ● Golang ● ASP.NET MVC	● Typescript ● Flow ● Redux ● Jest ● Mocha ● Jasmine ● Npm & Yarn	● Git ● BitBucket ● Github ● JIRA ● Version One ● VS Code ● Visual Studio ● Webstorm ● SQL Server ● IntelliJ	● Front End/UX Development ● Application Design ● Functional Programming ● Object Oriented Programming ● Api Development ● Problem Solving ● Unit testing ● Agile Development

Work History

LiveAuctioneers   **Software Engineer**
Lehi, UT - remote   November 2018 - Present

- Project Lead for building and management of an in house component library using React and Storybook, published via npm.
- Worked on various parts of 2 outwards facing React websites and 1 internal.
- Worked closely with the design team to update and standardize many design elements of the sites.
- Built major parts of the payments processing system in GO.
- Maintained classic php code.
- Unit testing in all above frameworks.

Dealersocket   **Software Engineer**
Draper, UT   March 2016 - November 2018

- Worked with maintaining a React front end component library and standards
- Built an admin app using React and Redux-saga
- Worked on the ElasticSearch implementation in C# and Angular/Typescript.
- Worked on the Admin section in C# and Angular/Typescript.
- Maintained classic code.
- Unit testing in all above frameworks.

Towers Watson   **Intern Developer**
Salt Lake City, UT   October 2015 - December 2015

- Used Node utilizing ES6 to build a node-cli tool to do controlled releases to GitHub.
- Used Node utilizing ES6 to build a deployment hook, which would do releases for the company. It would verify that no code has been changed since being approved by QA, and various other things to prevent malicious intent.

MaritzCx   **Intern Developer**
South Jordan, UT   June 2015 - September 2015

- Worked with ASP.NET MVC4 to build an internal project to allow the company to work more efficiently
- Fixed bugs
- Created new application features

Education

Bachelor of Science Computer Science Neumont University   **Graduated March 2016**
    Cumulative GPA 3.6

Other Projects		
Project	**Roles & Responsibilities**	**Date**
Open Source work for 3rd party game client A 3rd party client for OSRS called Runelite. **Technologies:** Java	**Developer** ● Built several small features. ● Fixed some bugs.	**2020**
Discord Bot A discord bot that we used in a server to help organize for gaming. It also had a lot of fun features that people could use. **Technologies:** Node, hosted in an AWS remote server	**Solo Developer** ● Designed and built the entire bot.	**2017-2018**

Machine-Learning Stoplights
A system that watches traffic patterns and adjusts the stoplights to create optimal travel.
Technologies: C++, Freeglut opengl
	Solo Developer
	● City simulation
	● GUI display of simulation
	● Brains
	  ○ Centralized works together
	  ○ Decentralized works alone
	  ○ Genetic
		April 2015 - June 2015

Certain Death A 2D facebook app where the goal is to survive for as long as possible. **Technologies:** ASP.Net MVC 5, Facebook integration, HTML5, CSS3	**Developer** ● World generation ● Resource generation ● Handling player data ● Creating and storing buildings	**February 2015 - March 2015**
Evolution of Defense A top down tower defense game that evolves as you play. **Technologies:** ASP.Net C#, Monogame, Git	**Developer** ● Various monsters in the game ● Waves of monsters ● Placing and functionality of towers ● In game shop ● Evolution to future ages	**August 2014 - September 2014**
Chess An interactive chess game complete with rules and networking capabilities. **Technologies:** Java, SVN, Swing	**Solo Developer** ● Models and logic of the game ● Includes check, checkmate, castling, pawn promotion, and en passant. ● Peer to peer networking. ● Interactive GUI.	**May 2014 – June 2014**

PROFESSIONAL REFERENCES AVAILABLE UPON REQUEST
Last Updated November 15th 2021