

Trevor Small

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Skills

IT Support:

- Troubleshooting (hardware/software)
- PC Assembly, BIOS tuning, system optimization, User account permissions management
- Windows OS, Printers, Android/iOS

Software & Tools:

- Microsoft 365, Zoom, Google Workspace
- Git, GitHub, Visual Studio, VS Code
- Unity Game Engine

Programming & Development:

- Java, Python, JavaScript/TypeScript
- HTML, CSS, SQL, React
- REST APIs, C++, C#, Agile

Soft Skills & Management:

- Team Leadership, Communication
- Staff Onboarding & Scheduling, Time Management, Documentation of Technical Procedure

Education

Bachelor of Science in Computer Science | Eastern Michigan University
Ypsilanti, MI

August 2021 - April 2025

Relevant Coursework: Data Structures & Algorithms, Intro to Artificial Intelligence, Neural Networks/Deep Learning, Software Engineering, Mobile App Development, Computer Game Programming, Embedded AI
GPA: 3.4/4.0

Experience

Line Cook | Applebee's | Jackson, MI

May 2025 – Present

- Served 100+ customers per shift while preparing menu items consistently, meeting quality standards during high-volume shifts.
- Collaborated with the kitchen team to facilitate effective communication, maintain food safety protocols, and ensure minimal food waste

Student Manager/Payroll Supervisor | Crossroads Marketplace
Ypsilanti, MI

October 2022 – April 2025

- Provided technical assistance to employees with Windows OS, Printers, and Mobile Devices to facilitate the smooth operation of inventory tracking
- Manage 20+ student shifts weekly, ensuring accurate payroll and timesheet compliance using internal systems.
- Lead recruitment and mentorship, onboarding candidates to meet operational goals.

Line Cook | Denny's | Jackson, MI

May 2022 – January 2025

- Served 50+ customers per shift while preparing menu items consistently, meeting quality standards during high-volume shifts.
- Collaborated with the kitchen team to facilitate effective communication, maintain food safety protocols, and ensure food quality.

Projects

Boiler Room | April 2025

<https://github.com/COSC481W-2025Winter/Boiler-Room>

- Developed a game recommendation platform using React, Next.js, and Express.js, integrating the Steam Web API for real-time data retrieval and storage in a PostgreSQL database.
- Designed and implemented a responsive UI using React and CSS, improving user engagement through intuitive navigation and dynamic game recommendations.
- Collaborated in an Agile team, utilizing Git for version control and Scrum for project management.