

Trevor Spitzley

TrevorSpitzley@gmail.com

(517)-763-7777

Allendale, MI

Summary

- Bachelor of Science in Computer Science, expected date: April 2021
- Proficient in Java and Python, with experience in C#, C/C++, SQL, Linux/Unix, and Command Prompt
- President of an on-campus Student Organization for 2+ years

Education

Bachelor of Science in Computer Science with a Music Minor, Expected Date: April 2021

Grand Valley State University, Allendale, MI

Cumulative GPA: 3.2/4.0 Major GPA: 3.3/4.0

Skills

Programming

- Java
- Python
- C/C++

Developing Tools

- Linux
- GitHub/Git
- Command Prompt

Related Coursework

- Object-Oriented programming in Java
- Data Structures and Algorithm Analysis
- System-Level Programming and Utilities
- Game Design

Project Experience

- Chess game replica, with A.I. Spring 2019
Using Inheritance, arrays, and searching algorithms, to be able to create a functional GUI in order to house a replica of one of the world's most popular games, Chess.
- 2D Video Game Midnight Riders Spring 2020
Using Python libraries, Object-Oriented Python, and inheritance, this game was written from scratch modeled after many classic 2D games from the late 80s.

Personal Project Experience

- Message Encryption Tool Spring 2019
Given a user-inputted string of their choosing and certain commands, a user could encrypt a message to great lengths. Saving the key off to a text file on the local computer, to be loaded from and used to decrypt said message.
- Checkers replica Summer 2019
Using a 2-D array of JButtons and various helper methods, simple game logic was re-written to make a replica of the game Checkers. (Incomplete, and put on hold for the school year).

Professional Links

- <https://github.com/TrevorSpitzley>
- www.linkedin.com/in/TrevorSpitzley