My name is Trevor Yovaish. The reason why I developed my passion for computer science was because I wanted to build things, but I wasn’t really good at building physical objects with my hands. The first software project I ever made was a role-playing game, and I’ve been chasing that type of excitement ever since. As I studied computer science throughout college, I have grown as a software developer though. I have learned building a feature for a project is important, but making it extendable and efficient is paramount. My goal as a software developer is to create enjoyable, adaptable software products, but also to maybe one day to be called the Uncle Trevor of the software industry.

My passion for IGN began when I was 13 years old. I realized I could learn about video games before they came out using IGN.com! A majority of my time was spent on the IGN homepage looking for new content about the new Pokemon or the new Bioshock. As I grew older though, I became more cultured. My taste for content shifted towards podcasts. I listened to every Beyond and Game Scoop that I could get my hands on. The content and the personalities of IGN made it a home for me and my passion for video games , and I hope to assist in getting more people to make it their home as well.

I believe I should be chosen for IGN’s Code Foo program because I am passionate about the whole process of IGN. I am interested in the video games. The content created at IGN for the video games.Then finally, the way a user interacts with the content. I would work tirelessly to give users a product that makes their experiences with IGN unforgettable. IGN’s Code Foo program would mix my two favorite passions of video games and computer science, and I would love to be a part of it.

And of course …………. Beyond!