Benjamin Trevor

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Education:

University of Illinois at Champaign-Urbana Bachelor of Science - Mathematics, May 2011

Work Experience:

Trinamic Digital Solutions

May 2015 - Present

Founder

- Built Rails app to replace a system of Excel spreadsheets and a Microsoft GreatPlains database.
- Implemented logins using existing Active Directory identities to allow permissioning on certain pages.
- Built a drag-and-drop scheduler page using React.

8th Light Feb 2013 - May 2015

Craftsman

- Enabled loan applications in a state with unique restrictions on loan repayment schedules.
- Paired on new analytics service to replace old system for evaluating and scoring loan applications, and deployed it side-by-side to verify correctness before removing the old service.
- Worked remotely with San Fransisco-based team on adding new features to their application using Rails and Backbone.
- Taught a 2-day git workshop where we test-drove a simple git repository class using Ruby (https://github.com/bentrevor/git-workshop).

<u>Apprentice</u>

- Created a real-time leaderboard app for my mentor's presentation (https://github.com/bentrevor/darek-8lu-registration).
- Paired on the weather widget for our office dashboard using Clojure/Clojurescript.

QA Intern / QA Team Lead

- Manually tested a flash application that is used as math textbook for grades 3-5.
- Wrote Chrome extension to simplify and speed up bug-reporting process.
- Wrote story problems to be used as exercises.
- Wrote Google Docs script to automate the process of correcting errors across multiple spreadsheets.
- Scripted a math animation using custom XML scripting language.

Relevant Skills and Side Projects:

- Familiar with Ruby/Rails, HTML, CSS, Javascript/Backbone/React, SQL, Git.
- Some experience with Clojure, Coffeescript, Linux/devops.
- Wrote VLC Media Player extension using Lua (https://github.com/bentrevor/vlc-total-playlist-duration-extension).
- Wrote command line tool to manipulate OSX system time (https://github.com/bentrevor/slow_mobius).
- Wrote a (mostly bug-free) command-line chess game using Ruby (https://github.com/bentrevor/ruby_chess).
- Wrote a command-line checkers game using Go (https://github.com/bentrevor/go-checkers).