# Trevor Byko

TrevorDByko@gmail.com Bykot1.github.io 503-756-0790

# **Experience**

# General Motors Co. Software Development Engineer in Test

Phoenix, AZ (Remote) April, 2022 – Present

- Participate in regular planning / retrospective meetings to contribute to the efficiency of the development team
- Review business user stories to determine test scenarios and coverage necessity
- Create and execute manual test cases
- Perform deployment validation of discovered defects
- Work closely with the business analyst, developers and business users to understand each function of the application and business requirements as they pertain.
- Review and identify automation candidates, as well as develop and integrate into the application development pipeline

#### Education

# **OREGON STATE UNIVERSITY**

Computer Science

Corvallis, OR June 2021

Computer Networking
Machine Learning
<b>Graphics Shaders</b>

# Coursework Mobile Application Development Parallel Programing Open Source Software

Computer Architecture System Administration Artificial Intelligence

# Skills

Languages	Testing	Web Development	Tools
C / C++	TestNG	HTML / CSS / JS	Azure DevOps
Python	Selenium	MySQL / SQLite	IntelliJ IDEA
Java	Maven	NodeJS	IBM zOS

# **Programming Highlights**

### A Beer a Day

Android mobile application using RecyclerView framework, ViewModel Architecture and Retrofit for API requests. Allows users to locate nearby breweries, and provides relevant information (beers, location, etc.). SQLite is used for local data storage.

# Predicting Income from Lazy Learning

Program that takes in an "n x d" matrix of normalized and binarized personnel data and uses k-Nearest Neighbor algorithm to predict income level. Additionally capable of performing 4 - fold cross validation to find optimal 'K'. Built using Python with NumPy utilities for efficiency.

University Capstone Project - *Hinsdale Wave Lab Multi-Platform* Control Interface Designed and delivered a multi-platform application in addition to adding programmatic intelligence to on-site IP addressed valve hardware. The applications allow users to see information about water levels at each facility, as well as provides a UI for viewing live streams. Web app structured using HTML/CSS with Bootstrap and JavaScript. Android app is built using Flutter. Database held on a university resourced MySQL sever.