

Trevor Byko
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Experience

General Motors Co.

Software Development Engineer in Test

Phoenix, AZ (Hybrid)
April, 2022 – October, 2023

- Increase team productivity as measured by a 20% increase in YoY team velocity by implementing smoke and regression test automation into the development pipeline
- Gain proficiency in Selenium with Java, REST Assured, and JDBC to automate over 150 smoke, regression, functional, API and database test cases within an Azure DevOps CI/CD pipeline across five applications
- Work closely with project stakeholders in an Agile environment to provide highest quality and on time delivery of million-dollar supply chain visibility initiatives
- Optimize the resource usage of automation programs by collaborating with senior developers to increase both time and space efficiency and reduce runtime by 90%
- Accountable for creating test plans and testing strategies, writing of 1500+ manual test cases, and documenting bugs using Azure DevOps

Education

OREGON STATE UNIVERSITY
B.S. Computer Science

Corvallis, OR
June, 2021

Skills

Programming Languages – C / C++, Python, Java, Bash Shell, HTML, CSS, JavaScript

Testing – TestNG, JUnit, Selenium 4, Maven, Gradle, Rest Assured

Web Development – MySQL, SQLite, PostgreSQL, NodeJS

Tools – Git, Azure DevOps, IntelliJ IDEA, IBM zOS, Insomnia, Prometheus, Grafana

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 used for local data storage.

University Capstone Project - *Hinsdale Wave Lab Multi-Platform Control Interface*

Designed, developed and oversaw implementation of a multi-platform, user friendly application for an on-site IP addressable water valve. Allows users to gain access to information relating to the current state of the valves, water level at each facility, as well as in-app live-feed video of each facility. Web application uses HTML / CSS using the Bootstrap framework and JavaScript and university SSO. The Android app is built using Flutter + Dart, with Firebase authentication. All database services are provided by the university MySQL server.