Trevor Byko

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EDUCATION

Portland Community College — Portland, OR
Associates Transfer Degree — 2015–2017

Oregon State University — Corvallis, OR
B.S. in Computer Science — 2018–Current
- Capstone Project: "App to Control the Water Level at the Hinsdale Research Lab"

SKILLS

- **Graphics:** OpenGL, Unity, Blender
- **Web Development:** JavaScript, NodeJS, AngularJS
- **Tools:** Git / GitHub, Visual Studio / Visual Studio Code, Vim
- **Familiar Libraries:** POSIX thread API, OpenMP, OpenCL, CUDA Math

LANGUAGES

- **C / C++:** Proficient
- **Python:** Experienced
- **HTML / CSS:** Experienced
- **OpenGL / OpenCL:** Beginner
- **Java:** Experienced
- **Assembly:** Beginner

COURSEWORK

Data Structures	Computer Architecture
Algorithms	Computer Networking
Artificial Intelligence	Parallel Programming
Machine Learning	Mobile Application Development

PROJECTS

- **Text Based "Adventure" Game:** A text based role playing game with enemies and loot. The object of the game is to find your way out of the maze, with the highest score possible (combo of lowest number of rooms traversed and treasure / items found), without dying from the monsters and skeletons within. Originally coded in C89, but later upgraded to C11.

- **Web Based To-Do List:** A web based to do list / calendar app that allows you to organize your tasks by various criteria (date, type, person), in a visually appealing way. The front end uses HTML / CSS and javascript for website interactions, and relies on a local storage system using JSON files. Back end is implemented using NodeJS for routing and Handlebars for templating.

- **Arcade Helicopter Target Shooter:** Using mouse and keyboard, control a wire-frame model helicopter through a 3D space to hit targets and gain points. Coded in C using OpenGL.