TREVOR SMITH-HOLBOURN

SOFTWARE ENGINEER

HELLO

I'm an empathic and imaginative software engineer with over 20 years working in technology. Having previously designed and implemented reliable, fast and secure Cisco networks, I am now building complex full stack web applications and games in JS/React/Node and C#/Unity. Coding is my passion because I love problem-solving and creating useful things. I aspire to make a positive contribution in an inclusive and collaborative environment.

SKILLS

Software Development
Git, Github, HTML, CSS, Javascript
Mobile first, responsive webpages
React, Ruby on Rails, Node, Express, SQL, NoSQL, GraphQL
Full Stack Development, Deployment to Heroku
Algorithms, Data Structures
API consumption & development

Game Development
Unity, C#, Interfaces, Events, VR, MAC, PC, Web, IOS and Android, Blender, UI and Physics

Network Deployment
Cisco, F5, Riverbed, CloudGenix
EIGRP, BGP, HSRP
Switching and Routing
Wireshark Packet Capture and Analysis

CONTACT

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EDUCATION

General Assembly NY NYC
Software Engineering Immersive
Nov 2019 - Mar 2020

PROFESSIONAL EXPERIENCE

Software Engineer Fellow @ General Assembly, New York, NY 🗽
Nov 2019 - Mar 2020

Learning: Completed 12 weeks of intensive study on software engineering which focused on the practical application of full stack development
Collaboration: Worked with other students on several projects across different disciplines studied at General Assembly
Problem Solving: Overcame technical challenges, implementing new ideas in new technologies
Projects @ General Assembly:

- Stoc Play - Trade virtual stock to gain confidence in the stock market
  - Javascript, HTML and CSS. Features cached API calls to multiple data sources. Works in conjunction with CloudFlare worker to proxy API calls
- Rick and Morty Trading Game - Tour the Rick and Morty Multiverse
  - Built in React with mix of handcrafted and API data sources. Features fully dynamic menu, responsive design and functional game loop
- NJ Transit mobile site - Implement UX redesign
  - Partnered with GA UX and Software Engineering students to build functional full CRUD prototype from wireframes using React and Express
- Yay!Walker - User Submitted Walking Tours
  - React front end with Ruby on Rails backend, incorporating TailwindCSS for a mobile responsive site with custom ActiveRecord queries

Network Engineer @ Marsh & McLennan Companies, Hoboken NJ 🗽
June 2015 - Nov 2019

Knowledge: Deployed network infrastructure that met business needs, utilizing technologies from Cisco, F5 CloudGenix and Riverbed
Documentation: Built accurate and accessible documentation of networks and processes
Security: Identified, avoided and remediated physical and logical network security issues
Communication: Worked with other teams within the larger IT organization to complete complex projects on time
Problem Solving: Resolved issues in realtime to avoid impact to the business
Innovation: Developed web apps to automate technical processes which saved time and reduced human error

Network Engineer @ Marsh & McLennan Companies - Melbourne 🇦🇺
April 2009 - June 2015

Communication: Built relationships, and implemented network solutions with teams across Asia Pacific branch offices. This included working with local non-technical and technical staff both remotely and onsite in New Zealand, Australia, China, Japan, South Korea, Singapore, Hong Kong and Malaysia
Learning: Completed 10 week course to gain CCNA and gain broad understanding of networks, switching and routing