TREVOR SMITH-HOLBOURN

Software Engineer

Contact

He / Him   Brooklyn, NY

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Skills

Software Development: ReactJS, Javascript, Express, Node.js, Ruby on Rails, Gatsby, SQL, NoSQL, GraphQL, HTML5, CSS, Version Control, Git, Github, Algorithms, Data Structures, RESTful APIs

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

Network Deployment: Cisco, F5, Riverbed, CloudGenix, EIGRP, BGP, HSRP, Switching, Routing, Wireshark

Professional Experience

Frontend Developer @ FightPandemics   New York NY   May 2020 - Present
⇒ Volunteering as a Frontend Developer to contribute new code / reusable components and helping to resolve React/Javascript/CSS issues.

Freelance Web Developer   New York NY   Mar 2020 - Present
⇒ Building custom websites, web apps, and CMS solutions.
⇒ Translating user needs and wireframes into fast, accessible, and useful web experiences.

Software Engineering Student @ General Assembly   New York NY   Nov 2019 - Mar 2020
⇒ Built several full-stack and frontend web apps demonstrating a practical understanding of Javascript, React, Node, Express, Ruby on Rails and Postgresql, using agile processes.
⇒ Collaborated with UX and Software Engineering students to build a full CRUD React/Node/Express app.
⇒ Assisted/guided other students with debugging, troubleshooting, and problem-solving.

Network Engineer @ Marsh & McLennan Companies,   Hoboken NJ/Melbourne AU   Apr 2011 - Nov 2019
⇒ Developed web apps to automate technical processes saving time and reducing human error.
⇒ Researched online to resolve issues and completed documentation of environment and processes.
⇒ Built relationships, and implemented network solutions with teams across Asia Pacific branch offices. This included working with non-technical and technical local staff, remotely and onsite. Spanning across countries including New Zealand, Australia, Japan, South Korea, Singapore, Hong Kong, and Malaysia.

Work

Fetch   2020 Datadog Hackathon Winning Entry
Partnered with UX Designers and Software Engineering students to build our take on an internal company directory with a social media twist. React and Rails Full-stack app featuring real-time chat.
To demo go to the above link and login with sam@company.com and no password.
Github: https://github.com/ehighberg/fetch/

Brood Battle   Real-time multiplayer trivia game
Real-time multiplayer, multiroom trivia game using React, Expressjs and socket.io. Tested with artillery.io.

Yay!Walker   User Submitted Walking Tours
React frontend with Ruby on Rails backend, incorporating TailwindCSS for a mobile responsive site with custom ActiveRecord queries.
Github: https://github.com/gullwings13/yay-walker

Multiverse Trading Game   Tour the Multiverse and trade exotic goods
Built with React with a mix of handcrafted and API data sources. Features a fully dynamic menu, responsive design, and functional game loop.
Github: https://github.com/gullwings13/rm-trading-game