

TREVOR SMITH-HOLBOURN

Gameplay Programmer

Contact

He / Him Brooklyn, NY

<https://trevorsmithholbourn.xyz>

<https://linkedin.com/in/trevor-smith-holbourn>

Skills

Game Development: Unity, C#, Interfaces, Events, VR, MAC/PC/Web/Android/IOS, Blender, UI, ECS, Physics
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
Network Deployment: Cisco, F5, Riverbed, CloudGenix, EIGRP, BGP, HSRP, Switching, Routing, Wireshark

Professional Experience

- Solutions Engineer** @ Datadog New York NY Oct 2020 - Present
⇒ Reproduce errors and diving into the Datadog codebase to help resolve customer issues
⇒ Research and respond to client requests with solutions and documentation references
- Freelance Unity and Web Developer** New York NY Mar 2020 - Present
⇒ Translating user needs and wireframes into both Unity and web
⇒ Building custom websites, web apps, and CMS solutions.
- Frontend Developer** @ FightPandemics New York NY May 2020 - Jun 2020
⇒ Volunteer Frontend Developer, contributing new code / reusable components and helping to resolve React/Javascript/CSS issues.
- 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.

Work

Run Alob Run <https://hackubator.games> - Team "House Ranger"
Our five person team collaborated on ideation, prototyping, production, monetization and release. We are building a platform puzzler for release on IOS and Android. I am responsible for the UI Menu system, the platform moving logic and contributed some of the art and sounds.

The Driving App Android and IOS Drive logging app
Contributed to Frontend and Backend code, and completed bug fixes in existing code base. Implemented new UI features per UX wireframes, including color scheme switching and progress bars.

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.