

# Trevor C. Barrus

469 N 100 E Apt. 11, Provo, UT 84606 · (801) 809-5508 · tcbarrus@gmail.com

## Education

B.S. in Computer Science

August 2008—April 2009, August 2011—December 2016

*Brigham Young University*

*Provo, Utah*

- Minor in Visual Arts

## Experience

Senior Full Stack Web Developer

July 2013-Present

*David O. McKay School of Education, Brigham Young University*

*Provo, Utah*

- Build and maintain web applications as requested by department faculty and staff.
- Design and manage large-scale relational databases for use in department web sites.
- Maintain and update department website using Drupal content management system.
- Participated in a team of 3 developers to build the department's first mobile application.

Render Wrangler/VFX Artist

May 2015-Present

*Papa, Student short film*

- Supervise and troubleshoot the rendering process for scenes in student film.
- Ensure rendered sequences are properly integrated into production pipeline.
- Develop fluid effects in support of project's storyline.
- Work in a large collaborative environment with more than 60 other students.

Attractions Operator Intern

April 2014 – August 2014

Custodian Intern

April 2012 – August 2012

*Walt Disney Parks and Resorts*

*Orlando, Florida*

- Provided customer service to guests of all ages and various cultural and ethnic backgrounds.
- Helped operate a high volume attraction that carried more than 1,400 guests per hour.
- Assisted in audience control to ensure guest safety for large events.
- Maintained cleanliness of park for guest enjoyment.

Implementation Assistant

January 2012 – April 2012

*Center for Teaching and Learning, Brigham Young University*

*Provo, Utah*

- Assisted in regression testing of a new learning management system prior to its release.
- Manually integrated multimedia files between learning management systems for faculty members.
- Assisted faculty with troubleshooting and provided personal training regarding new software.

## Skills

- Expertise in web languages including HTML, CSS, Javascript, JQuery and PHP.
- Work experience with relational databases.
- Proficiency in 3D modeling, texturing, rigging and animation in Maya.
- General skills in effects animation in Houdini.
- Proficiency in software version control using Git.
- Proficiency in object-oriented programming using Java and C++.
- Excellent organizational, leadership, and interpersonal skills (customer service in person, over the phone, and via email).
- Proficiency in MS Office (Word, Excel, PowerPoint, Outlook).
- Basic skills in photo editing and digital painting in Adobe Photoshop.
- Basic skills in compositing in Adobe After Effects.