

TIMOTHY TREVATHAN

(713) 339-0179 • trevathanwk@yahoo.com • www.linkedin.com/in/tim-trev/ • <https://github.com/tdtrevathan/>
• <https://tdtrevathan.github.io/>

Aspiring Software Developer with a passion for creating clean, efficient, and useful code to solve real-world problems

EDUCATION

Bachelor of Science in Computer Science University of Houston: GPA 3.7

Anticipated Graduation: May 2024

- Relevant Courses: Data Structures, Discrete Math, Computer Organization and Architecture, and Statistics.

WORK EXPERIENCE

C# Developer / Cosine Additive

March 2022 – Present

- At Cosine Additive, I was responsible for developing software using DevOps principles that met customers' and coworkers' needs to increase productivity and reduce error.
 - Developed diagnostic software for Cosine's 3D printers using the .NET Framework and C# language, including testing axis limits, gathering and analyzing data points for bed mapping and extrusion volume, and logging diagnostics to a database using MySQL, JSON, and dynamic objects.
 - Created a pipeline in Jenkins to automate the troubleshooting process for a customer error, allowing our 3D printer software to interface with a simulated printer in a virtual environment to reproduce the bug and diagnose the problem more efficiently.
 - Contributed to the company's inventory system by enhancing features that aimed to improve productivity and user synergy, such as optimizing the search function with more complex SQL queries, creating a Bill of Materials error report that visually identified mistakes in entries, and making various UI improvements to ease navigation and interaction with the inventory.

CNC Machinist and Programmer / Bowers Equipment

June 2018 – Jan 2022

- At Bowers Equipment, I manufactured material to strict specifications balancing efficiency with quality in a time-intensive environment.
 - Applied analytical problem-solving skills to develop and implement CNC programs designed to efficiently manufacture materials to customer specifications. Produced quality machined parts under strict deadlines and time constraints.
 - Interpreted CAD blueprint designs, translated them into machinable instructions, and operated CNC manufacturing machines that ran a proprietary programming language. Performed general maintenance on machines.

PROJECTS

Personal Website | Self Project

Dec 2022

- Developed a personal website using HTML, CSS, and JavaScript to showcase my skills as a developer and work experience in a visually appealing and dynamic way.
 - Produced features that included responsive links to my GitHub projects, a browser-based version of a Unity game I created, and an About Me page that clearly displays my expertise.
 - Utilized this project to create a professional portfolio in order to showcase my accomplishments and further develop my web development skills.

Top-Down Shooter Level | Self Project

Aug 2021

- Utilized Unity and C# to create a 2D console application at the minimum viable product level of development.
 - Developed multiple objects including a boss character that would implement different behavior routines based on certain game conditions.
 - Honed skills in software development and project planning. Familiarized self with programming concepts such as classes, coroutines, user interfaces, and design. Implemented a scorekeeping system and various menu systems.

SKILLS

Programming Languages: **Proficient-** C#, C++, Java **Familiar-** SQL, Python, R, Groovy, HTML, CSS

Additional: Visual Studio, .NET Framework, Jenkins, MySQL, JSON, Tortoise SVN, Slack, BaseCamp, Regex