TREVOR FITZSIMMONS

SOFTWARE DEVELOPER AND TESTER



+1 (847) 361-3691



tfitz2929@gmail.com



Algonquin, IL 60102



https://tfitz29.github.i o/MySite/

OBJECTIVE

A new computer science graduate with strong analytical and critical thinking skills, seeking a role as a software engineer or software engineer tester. I am excited to display my programming and project management skills by implementing effective and efficient software solutions.

EXPERIENCE

June 2022-August 2022

Lead Instructor | Black Rocket Productions | Elgin, IL

 Led various computer-based courses as lead instructor including python development, Roblox studio, YouTube content creation, app development for 10-20 children ages 7-11.

May 2021-August 2021

Delivery Assistant | Town and Country Distributors | Itasca, IL

 Efficiently assisted truck drivers in unloading inventory at multiple stops throughout the day, ensuring timely and accurate delivery of goods.

May 2020-December 2020

Electrical Engineering Intern | Riverside Research | Beavercreek, OH

 Learned the fundamentals of radar engineering through python-based work in contract with National Air and Space Intelligence Center. Obtained and maintained security clearance throughout. Work done in SCRUM format.

PROJECTS

September 2022-December 2022

Messenger Application | CPS Department | Dayton

- In capstone I, the task was to create a messenger application in that users that create an account can communicate privately or in group chats.
- Project management using Bitbucket and Git and development using JavaScript for functionality plus HTML/CSS for visual.
- Completed with small group using agile development process.

January 2023-May 2023

Autofill Forms Project | CPS Department and Synchrony | Dayton

- In capstone II, my group worked with Synchrony Financial to create an application that auto-fills forms with saved user information.
- Again, project management using Bitbucket and Git and development using JavaScript plus HTML/CSS.

EDUCATION

UNIVERSITY OF DAYTON DAYTON, OHIO

B.S. COMPUTER SCIENCE

CONCENTRATION IN SOFTWARE ENGINEERING

GRADUATED IN MAY 2023

KEY SKILLS

- VISUAL STUDIO CODE
- GIT
- HEROKU
- GOOGLE CLOUD SHELL
- UNIX/LINUX
- PYTHON
- C/C++
- C#
- MATLAB
- GOLANG
- JAVA
- |AVASCRIPT
- HTML
- CSS
- NODE.JS