

# Trevin Hiebert

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Experienced software engineer with a passion for developing compelling, unique, and creative user experiences

## Qualifications

- Over 5 years of software development experience in C#, Javascript and other languages
- Comprehensive knowledge of software development practices and Agile and Waterfall life cycles
- Collaborative worker with team efficiency in mind
- Skilled in git, Visual Studio, Xcode, Android Studio, Unity, and other software development tools

## Experience

**Gravity Jack** — *Software Engineer* — April 2016-November 2019

- Developed Virtual and Augmented Reality applications.
- Collaborated on a UI implementation pattern that reduced time spent by over 20 hours per project
- Developed demos and proof-of-concepts for outbound sales efforts
- Wrote, researched, and peer-edited technical writing for documentation and blog posts

**NYU Polytechnic School of Engineering** — *Programmer* — January 2014-May 2014

- Developed a scheduling software to improve department efficiency

## Projects

**GoreMed AR** - An informative Augmented Reality learning tool for educating patients and medical professionals about various Gore Medical products

*Responsibilities:*

- Designed and implemented a data management system to account for frequent updates to the product catalog
- Implemented an animation system to showcase important product features
- Designed and implemented a navigation and UI system allowing for efficient updates to the application's style and organization
- Implemented a responsive design system to allow designs to fit a variety of mobile and tablet devices
- Developed and managed tasks and user stories following an Agile methodology

**Hands On** - A multi-platform mobile Augmented Reality (AR) application for a leading pharmaceutical brand

*Responsibilities:*

- Designed and implemented a rich navigation system which allowed new features to be efficiently added or rotated in
- Designed and implemented a complex UI theming system which allowed for effectively re-branding for different use-cases
- Developed compelling User Experience features, such as an X-Ray view, informative touchpoints, and gesture controls
- Implemented a complex animation system to allow for smooth visual transitions between selectable disease mutations
- Designed and implemented a data management system to readily allow alterations to data, copy, artwork, or 3D content
- Developed and managed tasks and user stories following an Agile methodology
- Implemented a responsive design system to allow designs to fit a variety of mobile and tablet devices

**CONTEC Mopping Simulation** - A Mixed Reality training tool for improving efficiency in sterilizing clean room environments

*Responsibilities:*

- Implemented a unique control system utilizing a tracked mop as a cursor in three-dimensional space
- Designed and implemented a navigation system to allow intuitive selection of training modes and options
- Developed extensive animations and transitions to provide a compelling user experience
- Implemented an algorithm to track user accuracy during the simulation
- Developed and managed tasks and user stories following an Agile methodology
- Performed extensive user testing and utilized feedback to improve the quality of experience

## Education

**NYU Polytechnic School of Engineering** — BS in Computer Science — September 2011-May 2015

Minors in Game Engineering and Game Design

Honors, Promise Scholar