

Trevin Hiebert

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Experienced software engineer with a passion for building powerful, engaging, and useful tools to improve development efficiency

Qualifications

- Over 5 years of software development experience in a variety of languages including C++, C#, and Javascript
- Experience developing using modern game engines and including computer graphics, shaders, and user experience
- 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

Houdini Interactive — *Software Engineer* — March 2020-Current

- Developed interactive 3D applications, web sites, and multimedia experiences.
- Designed and architected a data-driven system to allow rapid production of a popular web-based product.
- Architected, planned, and assessed scope for large-scale software projects.

14Four — *Frontend Engineer* — Jan 2020-March 2020

- Developed web-based AR experiences.

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

- Developed Virtual Reality (VR) and Augmented Reality (AR) applications and games.
- 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

Projects

Crystal Ball - An internal tool for rapidly producing web-based virtual environments and connected experiences

- Collaboratively designed and architected the system using a data-driven approach
- Developed the initial version of the platform to engage users in a virtual environment
- Iteratively improved the platform, implementing new features and updates in response to client and producer feedback
- Supported another team on the implementation of a Content Management System, allowing for easier manipulation and iteration upon generated products

Comcast Business City - An informative virtual sales tool for informing business owners about various Comcast Business products and services

- Designed a data system to unify data structures and simplify deployment across multiple platforms
- Managed multiple teams to help plan around deadlines and efficiently delegate tasks
- Designed and developed tools to facilitate efficient production of assets, scenes, and application features
- Developed custom shaders and other graphical assets to help achieve the correct look and feel to engage users

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

- Designed and implemented a data management tool to account for frequent updates to the product catalog
- Designed and developed a navigation and UI system allowing for efficient updates to the application's style and organization
- Implemented a responsive design solution 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

- Designed and implemented a rich navigation system which allowed new features to be efficiently added or rotated in
- Designed and implemented a theming system tool which allowed for effectively re-branding for different end use-cases
- Developed engaging graphical features, including X-Ray view, informative touchpoints, and selectable disease mutations
- Designed and implemented a data management tool to readily allow alterations to data, copy, artwork, or 3D content
- Implemented a responsive design system to allow designs to fit a variety of mobile and tablet devices

Education

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

Major in Computer Science with Minors in Game Engineering and Game Design

Courses included Computer Graphics Programming, Game Engineering, Software Engineering and Game Engines

Honors, Promise Scholar