

# Trevor Nichols

## Contact

+1 (440) 263-5621

[teb99@pm.me](mailto:teb99@pm.me)

Cleveland, OH 11447

01/02/2006

Malaysian

## Career Object

Detail-oriented professional with experience in software development, API endpoint design and implementation, AI training and frontend design. Deep understanding in backend integration with Microsoft Azure, GitHub actions, and Nix CI/CD. Extensive experience in modeling, animating, and texturing 3D models for commercial purposes. Praised for creative problem-solving, meticulousness, and technical depth. Excels at the integration of computer programming and art.

## Skills

### Programming

- Node.js - JS/TS (4 years)
- Python (4 years)
- Github Actions CI (4 years)
- Java (3 years)
- Nix CI/CD (3 years)
- Documentation - MD/HTML (2 years)
- C#
- .NET
- Azure
- HTML / CSS
- Java
- Python
- Data Analysis

### System Administration

- Unifi (1 year)
- Microsoft Server (1 year)
- Linux (7 years)

- Docker / Podman (5 years)
- Docker compose (5 years)
- Kubernetes / Docker Swarm
- Nix (4 years)
- Systemd
- QEMU

## Art

- 3D Animation in Blender
- Adobe Illustrator / Photoshop
- GIMP / Inkscape
- PBR / metalness workflow

## Additional Skills

- Working on a team
- Microsoft Excel / Powerpoint / Word
- Problem solving

## Achievements

- Questbridge full-ride scholar to Computer Science program at Case Western Reserve University School of Engineering
- Obsidian plugins for PKM
  - tnichols217/obsidian-columns
  - tnichols217/obsidian-function-plot
  - tnichols217/obsidian-molecule-renderer
  - tnichols217/obsidian-external-import
- Nix / NixOS as a workflow
  - tnichols217/nixos-config
- Minigames
  - Multiplayer Orthello server
  - Multiplayer multidimensional Chess server
- AI
  - Flower categorizer
  - A\* search engine

## Experience

### 3D Modeler

## Nov 2022 - Aug 2023 | Sandm. Creative Agency | Georgetown, Penang, Malaysia

- **Modeled** hard surfaces in Blender including products, environments, packaging, and buildings
- **Sculpted** detailed natural shapes whilst maintaining a low poly count
- Utilized **physics simulations** to animate clothes, smoke, softbodies, and destruction
- Retopologized complex models for **mesh optimization** and proper edge flow
- Highly experienced at **generative geometry** and textures using Blender modifiers, geometry nodes, and shader nodes
- **Developed lighting effects** on 3D scenes within Blender cycles render engine

## IT Technician / Programmer Intern

### Aug 2022 - Aug 2023 | Dalat International School | Tanjung Bungah, Penang, Malaysia

- **Developed backend and frontend software** for identification services including UX design in Aurelia, backend implementation in C#, .NET, Azure functions, and SQL.
- **Developed inventory management systems** for all equipment within several organization's physical and network environments
- In depth knowledge of **Unifi** network management software to manage and maintain a private network

## Audio Visual Technician

### Aug 2020 - Aug 2023 | Penang Bible Church | Georgetown, Penang, Malaysia

- **Custom designed an AV system** within the restrictions of a space, needs, and budget
- **Developed preventative measures** to maintain audiovisual systems to reduce breakdowns or malfunctions
- **Orchestrated livestreams** and live audio processing for events
- **Designed custom cables** for streamlining connections within an AV system

## Education

### Bachelor of Science (B.S.) in Computer Science Candidate

Expected graduation in Jul 2027 | Case Western Reserve University - Cleveland, OH, US

Studied in

- Artificial Intelligence
- Systems Programming
- Theoretical Statistics
- Hardware Logic Design
- Algorithms

## **High School Diploma with Summa Cum Laude**

Graduated Jun 2023 | Dalat International School - Penang, Malaysia

Studied in

- AP Computer Science
- AP 3D Art and Design
- AP Statistics
- AP Calc BC
- AP Language and Literature
- AP Biology