

Trevion Oliver

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EDUCATION

Tuskegee University | Tuskegee, AL

B.S. in Computer Science | GPA: 3.3/4.0

August 2019 - May 2024

Relevant Courses: Computer Organization, Data Structures, Foundations of Programming, Algorithms & Analysis, Intro to IT

TECHNICAL SKILLS

Programming Languages: Java, Javascript, Python, C, C#, C++, HTML/CSS, Node.js, MySQL

Developer Tools: Visual Studio, Netbeans, IntelliJ, Jupyter Notebook

Libraries: NumPy, ReactJS

INDEPENDENT STUDY

SOR Soul Trance | **Personal Project** | C#, Unity

January 2024 - Present

- **Collaborated** with a team of four developers to design and develop a Metroid-style game, focusing on exploration, platforming, and combat mechanics.
- **Utilized C#** in the **Unity** game engine to implement game mechanics, player controls, enemy **AI**, and physics-based interactions.
- **Results:**
 - **Developed** core gameplay features such as character movement, item collection, and environmental interactions, ensuring a smooth and engaging player experience.

Clown Game | **GSU Global Game Jam** | Python, Godot

February 2024

- **Collaborated** with a team of four developers to design and develop a small puzzle game within a 48-hour game jam event.
- **Brainstormed** and conceptualized innovative puzzle concepts and gameplay mechanics, contributing to the game's unique and engaging design.
- **Results:**
 - **Increased knowledge and hands-on skills for utilizing Python** in the **Godot** game engine to implement core game mechanics, including puzzle logic, player controls, and **UI** elements.

Greatest Shinobi | **Pirate Software Game Jam 2024** | C#, Unity

July 2024

- **Collaborated** with a team of four developers to design and develop a 2.5d platformer prototype in 2 weeks.
- **Brainstormed** gameplay mechanics and visual design direction in an efficient and timely manner
- **Results:**
 - **Utilized C#** in the **Unity** game engine to implement **UI features** such as menus, tutorials and resource trackers

More projects available upon request or through Github

PROFESSIONAL EXPERIENCE

Software Engineer Intern | Juxtopia | Baltimore, MD

Spring 2023

- Collaborated with a multidisciplinary team to design and implement innovative motion tracking algorithms for a wearable wristband application.
- Developed and optimized machine learning models using **Python** and frameworks such as **TensorFlow** and **scikit-learn** to accurately analyze and interpret motion data.

PERSONAL SKILLS

- Critical Thinking
- Communication
- Problem Solving
- Oral & Written Communication
- Time Management
- Team Player
- Adaptability