Trent Rand

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I am an Arizona State University undergraduate student studying Computer Science & Software Engineering.

I love working alongside a team of bright-minded individuals creating anything from complex web applications and native desktop software to Virtual Reality content, Mobile Applications, Internet-of-Things devices, and more.

Technical Skills

Likes: website mobile-application ios unity3d virtual-reality

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Experience

Software Developer I   *Aug 2016 → Current*
angularjs, npm, bower, gulp, node.js, twitter-bootstrap, html, sass, android

Front-end Web Development

As a Front-end Web Developer for AppCatalyst, my day to day work is largely comprised of the development and maintenance of our Symptom Checker web core project.

Android Development

As an Android Developer for AppCatalyst, my responsibilities includes the maintenance, bug fixes and feature changes for preexisting mobile Symptom Checker applications; as well as custom implementations of our Mobile Core project.

Send me a message to learn more about what I do.

IT Manager – PerfOpt Technologies Inc.   *Jun 2014 → Aug 2016*
virtual-reality, augmented-reality, networking

IT Manager

As IT Manager of PerfOpt Technologies, my day to day work varied greatly between tasks including IT troubleshooting and solutions, systems maintenance, network configuration and maintenance, and more.

Project Manager

Aside from my titled *IT Manager* work, I also lead a small team of intern software developers and artists in the creation of Virtual Reality training software for the HTC Vive. This includes project management, program level troubleshooting and assistance, task and milestone management, quality assurance and more.

Send me a message if you want to learn more about what I did.

Education

Computer Science – Arizona State University   *Aug 2013 → Current*
data-structures, algorithm, object-oriented-analysis, digital-logic, cpu-architecture, assembly, software-engineering, operating-system, computation-theory, ios, c++, c, c#, scheme, prolog, java, discrete-mathematics, calculus

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Projects & Interests

Smile - Safari Extension – https://github.com/trentrand/SmileSafariExtension   *Aug 2016 → Current*
javascript, safari-extension

Safari Extension to automatically redirect Amazon.com to Smile.Amazon.com

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Google Code Jam 2016 – https://github.com/trentrand/GoogleCodeJam2016/   *Apr 2016 → Current*
python, algorithm

Google Code Jam 2016 contest submission

WWDC 2015 Scholarship application – https://github.com/trentrand/WWDC-2015-Scholarship   *Apr 2015 → Current*
ios, swift, cocoapods

Apple WWDC Scholarships reward talented students and STEM organization members with the opportunity to attend this year's conference.

The objective was to build an autobiographical CV iOS application.

Patient Care – https://github.com/trentrand/Patient-Care   *Apr 2015 → Current*
android, parse.com

Android mobile application to help medical and healthcare professionals interact one-on-one with their patients.

This project was a collaboration between four individuals, each playing a critical role in the development of this application.

I participated by designing the specifications and programming the application functionality.

TrentRand.com – https://github.com/trentrand/TrentRand.com   *Mar 2015 → Current*
html, css

Website files for the on-going development of http://www.TrentRand.com

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iTunes Radio Unlimited – https://github.com/trentrand/iTunesRadioUnlimited   *Dec 2013 → Current*
theos, objective-c, jailbreak, ios

Theos jailbreak tweak for an Unlimited and Ad-free iTunes Radio experience

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Ludum Dare 22 game jam entry – https://github.com/trentrand/Ludum-Dare-22-Contest-Entry   *Dec 2011 → Current*
java, slick2d, libgdx

At 16 years old, with a limited knowledge of Java, I entered my first game jam building a stealth-based 2D game in just 48 hours.

Others

Learned to code! – Accomplishment   *Jun 2011*

At 15 years old, I began learning my first programming language - Java!

Tools

First Computer: MacBook Air
Favorite Editor: Atom, Xcode, iA Writer