

Trevor Gerald

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EDUCATION

The Ohio State University

Honors B.S. in Computer Science and Engineering, Artificial Intelligence Specialization

Expected Graduation: May 2025

EXPERIENCE

Formula Buckeyes

Software Engineer

Columbus, OH

September 2023 – Present

- Spearheading a pivotal project for the team focused on developing a revamped data post-processing tool in MATLAB, aimed at unlocking deeper insights from our vehicle data following rigorous test days.
- Elevating the vehicle design process by enhancing post-data analysis capabilities, resulting in improved tuning capabilities that directly translate to securing additional points in competition.

Bob Evans Farms, Inc.

IT Developer Intern

New Albany, OH

May 2023 – August 2023

- Proposed and implemented risk mitigation strategies for IT infrastructure, enhancing security and reducing vulnerabilities.
- Outlined and constructed automation flows that enhanced efficiency, achieving 75% time savings and auditor approval.
- Collaborated with cross-functional teams to gather information and successfully develop a product that met user needs, market demands, and business requirements.

Aware

Software Engineering Intern

Columbus, OH

February 2022 – April 2022

- Designed and developed a React dashboard for the company, leading to notable improvements in efficiency and productivity.
- Implemented Agile methodology for efficient task completion and fostering collaboration.
- Acquired valuable hands-on experience in software engineering by working closely with a mentor and gaining firsthand knowledge of the development process.

PROJECTS

Honeycomb Studios | HTML, CSS, JavaScript, React, Firebase, Cloud Firestore, Figma

August 2023 - Present

- Designed modern posters using Figma and successfully launched an online platform for selling them.
- Utilized the React JavaScript library in conjunction with HTML and CSS to create a functional web application.
- Implemented Firebase and Cloud Firestore to increase adaptability and modularity to the web application.

Software Design Project | C++, OSU FEH Proteus Library

December 2022

- Developed a game based off of Brawl Stars using the Ohio State University FEH Proteus Robot Controller, which utilized custom OSU libraries written in C++.
- Synthesized a new image processing system for the Proteus that allowed sprites to go off the screen, along with an innovative animation system for the Proteus that utilized the mouse position location to update sprite images.

COURSEWORK

- Fundamentals of Engineering for Honors I - Advanced Programming, Fundamentals of Engineering for Honors II - Robotics, Software I: Components, Software II: Software Development and Design, Linear Algebra, Calculus III, Introduction to Probability and Statistics for Engineers, Foundations I: Discrete Structures

INVOLVEMENT

- Business Builders Vice President of Programming, Club Tennis - Scarlet Team, OHI/O Webteam Developer and Marketing & Communications Member, Formula Buckeyes Vehicle Dynamics Member

SKILLS

- **Languages:** HTML, CSS, JavaScript, Java, C, C++, Dart, Python, MATLAB, SQL
- **Tools:** SolidWorks, Visual Studio Code, GitHub, Eclipse, Figma, Microsoft Office Products, Microsoft Power Automate, Fastpath Assure, Adobe Creative Suite
- **Frameworks:** React, Flutter, Django