Trevin Hofmann

Software Engineer

trevinhofmann@gmail.com | 715-350-9696 | Milwaukee, WI

https://github.com/thofmann

**Objective**

* Seeking to continue my career as a software engineer as an intern at a company that will leverage and expand my skills

**Education**

* Junior Software Engineering student, Milwaukee School of Engineering
  + Will graduate in 2017 with a Bachelor of Science in Software Engineering
  + Current cumulative GPA of 3.89

**Technical Skills**

* Languages: HTML, CSS, JavaScript (jQuery, Node.js, React.js), Jade, Stylus, PHP, SQL, Java, Python
* Operating systems used in development: Linux, Windows, OS X
* Familiar with networking protocols including TCP/IP, HTTP, and SMTP
* Comfortable with both object-oriented and procedural programming
* Experienced in developing software test suites with tools such as Mocha, Selenium, and JUnit

**Experience**

* Designed and implemented a variety of software systems including:
  + Web-based tool1 for exploring cryptocurrency block chain data, primarily based in Node.js
  + Java implementation2 of the board game Go
  + Mobile web-based wallet3, ported to an Android application with Cordova
  + Cryptocurrency mining pool4 primarily written in Python and PHP (inactive)
* Contributed to open source projects including:
  + Bitcoin Core5, the primary implementation of peer-to-peer cryptocurrency Bitcoin
  + Identifi6, a distributed identification and reputation database
* Maintained Linux (Debian, Ubuntu, and CentOS) servers via SSH
* Authored three articles7 on cryptography and cryptocurrencies
* Worked as a remote software developer for Bitalo since September 2013
* Worked in San Jose as a software engineer intern at PayPal during the summer of 2015

1 https://github.com/thofmann/mychain

2 https://github.com/thofmann/Java-Go

3 https://play.google.com/store/apps/details?id=org.hofmannt.bwallet

4 https://bitalo.com/mining

5 https://github.com/bitcoin/bitcoin

6 https://github.com/identifi/identifi

7 http://www.coinmanual.com/author/trevin-hofmann/