TREVOR OTTO FORREY

(480) 216-7461 trevor4e@gmail.com

EMPLOYMENT

Software Engineer, Intern

Garmin

Summer 2018 - Present

Aviation Displays

- Optimizing loading and rendering of a 3d terrain modeling library for 3d situational awareness during flight.
- Developing a robust terrain loading algorithm to provide stable rendering.
- Analyzing quality of 3d rendering to determine a heuristic for smooth terrain at different distances.

Software Engineer, Intern

The Boeing Company

Summer 2016 - Fall 2017

Apache Helicopter Program

- Created, debugged, and maintained mission critical test scripts to support updates to the Apache program.
- Worked collaboratively on an agile team to provide efficient code development.
- Successfully tested multiple complex partitions of the Apache program.

Coding Tutor

Code HS

Spring 2016 – Summer 2016

Mentored and helped students with questions involving various computer science topics.

EDUCATION

Mesa, AZ Arizona State University

Spring 2014 – May 2019

- B.S. in Software Engineering, May 2018. GPA: 3.9/4.0
- M.S. in Software Engineering, May 2019. GPA: NA/4.0
- Coursework: Distrib/Multiprocess Oper Sys; Web Apps and Mobile Systems; Databases; Distributed Systems; Advanced Data Structures and Algorithms; OO Software Dev; Software Design; Micro Comp. Architecture

TECHNICAL EXPERIENCE

Projects

- **Microservice Grading** (2018). Web application that utilizes orchestration of multiple microservices to provide grading information on a database of students. Java, Docker
- **Subway Shibori** (2018). Wearable tech project that animates LEDs based on user's current speed, along with customization options via a web bluetooth app. Javascript, C
- Web Bluetooth App (2018). Web app that allows control and programming of a bluetooth robot. Javascript
- Concurrent Crawler (2017). Concurrent web crawling server that returns images while crawling. Golang
- Multithreaded Proxy (2017). Local proxy server that uses an LRU cache to store most recent requests. Java
- Organic Robotic Head (2016). Interactive art piece with a motorized head and field of LEDs that react to the capacitive touch of the user. C

INVOLVEMENT

Polytechnic Computer Science Club

Fall 2015 - Present

- Led interview practice sessions.
- Presented a talk about concurrency primitives in Go.
- Contributed to weekly newsletter to inform club members of local and national hackathons.

Languages and Technologies

- Java; Javascript; Go; C; NodeJS; Python
- Git; Web Bluetooth; VueJS; REST; Web Services; Agile Process