Trevor Scholz

College Park, MD

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Software Engineer / Data Scientist

Aspiring Software Engineer with a strong foundation in computer science and data science from the University of Maryland. Demonstrated skills in web and mobile development through projects involving AstroJS, Python, Swift, and SQL, and hands-on experience with machine learning frameworks like TensorFlow and Scikit-Learn. Completed a UI/UX apprenticeship and contributed to high-resolution spectroscopy research at NASA. Eager to leverage technical skills and project experience in a software engineering role.

WORK EXPERIENCE

NASA - Goddard Space Flight Center

Jul 2024 - Present

Undergraduate Research Intern

Greenbelt, MD

- Worked in the SHARP Lab at NASA GSFC on the HIPWAC infrared spectrometer, contributing to its high-resolution capabilities
- Utilized Linux machines, Unix terminal, DaDa software, and Cryogenics to enhance instrument functionality
- Collaborated with lab group to implement continuous improvements, enhancing lab efficiency and research outcomes

Sunlight Financial Jan 2022 - Jun 2022

UI/UX Apprenticeship

Monroe, CT

- · Completed a UI/UX apprenticeship at Sunlight Financial, gaining practical skills in user interface design and development
- Created a prototype for an upcoming tool using InvisionApp, which streamlined the design process
- Acquired hands-on experience with design principles and user interface development, enhancing the usability and aesthetics of digital products

EDUCATION

University of Maryland - College Park

Sep 2022 - May 2026

College Park, MD

Computer Science major, Data Science track, Astronomy minor

• **GPA**: 3.008

Masuk High School

• Achievements: University Honors program

Sep 2018 - Jun 2022

Monroe, CT

High School

• GPA: 4.9

• Achievements: Top 10 in Class, Graduated at age 16 with High Honors

AWARDS & SCHOLARSHIPS

- Saint Michael's College Book Award: Received 2022
- President's Scholarship: University of Maryland 2022-2026

PROJECTS

ClusterJam

https://apps.apple.com/us/app/clusterjam/id6557030793

• Created in Swift and SwiftUI with a backend that uses Python and Apple's MusicKit for a custom recommendation algorithm.

AstroWorld

https://apps.apple.com/us/app/astroworld-stargazing-app/id6736925275

• Star Tracking app with a simple and easy to use UI, using Swift's 3D object capabilities and Google's Firebase for a simple backend.

SKILLS

- Programming Languages: Python, SQL, Swift, Rust, C++, C, Java, JavaScript, OCaml, GO
- Tools & Frameworks: Linux, Pandas, Scikit-Learn, TensorFlow, Unix, AstroJS, SwiftUI, Firebase, Spark, Git