TREVOR SAUVE

425 S. Fifth Ave. Ann Arbor, MI 48104 ⋄ (810) 247-1520 ⋄ tsauve@umich.edu

EDUCATION

University of Michigan **Ann Arbor, MI**
Bachelor of Science in Engineering in Computer Science *May 2020*
GPA: 3.0/4.0
Coursework: Object-Oriented Advanced Programming, Computer Game Design, Web Systems, Data Structures & Algorithms, Intro to Machine Learning, Intro to Artificial Intelligence, Fundamentals of Aerospace Computing, Multivariate Calculus, Intro to Differential Equations

WORK EXPERIENCE

EMAG Technologies **Ann Arbor, MI**
Software Engineering Intern *May 2019 - August 2019*

- Developed, tested, and debugged high performance computing electromagnetic simulation software using C++, Python, and Matlab in a parallel linux environment
- Implemented machine learning algorithm with the use of Python to determine when a signal is coming from a safe source
- Added feature to EM Cube that uses Python to allow the user to remotely access a Linux environment in order to run HPC solver

Lang Constructors **Flint, MI**
Computer Science Intern *June 2018 - August 2018*

- Maintained cloud-based storage system to allow field workers the ability to report results on the go
- Enhanced website design using HTML and CSS in order to provide a more user-friendly experience
- Self-initiated a project that focused on automating timesheets to cut back on hours spent on payroll

PROJECT EXPERIENCE

Linux Parallel FDTD Solver *May 2019 - July 2019*
Project at EMAG Technologies

- Added licensing capabilities using C++ to allow sale and distribution of software
- Tested the solver using Python, Matlab, and Bash scripting to automatically run simulations, gather data, then visualize errors
- Debugged the solver based off from testing results using C++ with Open MPI and Boost libraries
- Turned in a report detailing results for supervisor to relay to clients

Medieval Simulation *October 2019 - December 2019*
Project in Object-Oriented Advanced Programming Course

- Designed and implemented a large console-based simulation from the ground-up using C++
- Utilized polymorphism and high level design patterns in order to maximize extensibility

Soundboard *December 2019 - Present*
Personal Project

- Designed and developed an Android soundboard application using Java and XML
- The soundboard application plays an assortment of sounds based off from what button is clicked

TECHNICAL SKILLS

Proficient: C++, C, Python, Java, Matlab, Bash, Open MPI, Linux, Microsoft Office
Familiar: C#, Unity, JavaScript, HTML, CSS, Boost, Kotlin, Latex