

TREVOR SWEET

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A consistently curious Computer Science student with a background in design and passion for lifelong learning.

SKILLS

Programming 4 yrs

- Proficient in Java, C++, C#, and C
- Experience with HTML, CSS, JavaScript, GLSL, and Python

3D Modeling 2.5 yrs

- Capable with 3ds Max
- Comfortable using Blender, ZBrush, and Rhino

Graphic Design 7 yrs

- Accomplished with Adobe Illustrator and Photoshop
- Working knowledge of Adobe Experience Design and Inkscape

Game Design 1.5 yrs

- Capable with Unity
- Familiar with Unreal and Godot

PROJECTS

Multimedia learning tool for students on the autism spectrum 2018

- Co-led a team of six that developed web-optimized 3D assets
- Secured \$50k in technology and funding via contest winnings
- Collaborated with programmers and other artists guarantee assets were the highest possible quality

Java stopwatch application 2020

- Built from detailed specification to deployment through an iterative process
- Coordinated within team of three members to capitalize on strengths and differing skill levels

EDUCATION

Bachelor of Science, Computer Science

Expected
Apr 2022

Grand Valley State University
Minor in Digital Studies
3.5 Cumulative GPA

RELEVANT COURSEWORK

- Computer Graphics
- Systems Programming and Utilities
- Data Structures and Algorithms
- Database
- Game Design
- Introduction to Software Engineering
- Professional Responsibilities and Practices

Technical High School, 3D Animation and Game Design

Aug 2017
– May 2018

Kent Career Technical Center
Grand Rapids, MI

- Assembled a wide breadth of digital solutions using industry standard tools such as **3ds Max**, **Unreal Engine 4**, **ZBrush**, and the **Adobe Suite**
- Co-led a team of six and coordinated the construction of a multimedia project for Samsung's *Solve for Tomorrow* contest

EXPERIENCE

Social Media Graphic Designer

Jun 2020
– Present

Grand Valley State University
Allendale, MI

- Crafted designs and illustrations for the University's official social media outlets using **Adobe Illustrator**, **Photoshop**, and **Procreate**
- Developed vital and impactful messaging for an audience of nearly 60,000 students, faculty, and alumni
- Ensured graphics ethically and responsibly reflect the diversity of their audience by evaluating the social implications of each design decision

General Merchandise Clerk

May 2018
– Present

Meijer
Rockford, MI

- Remained fast on my feet and quickly learned new roles and procedures that were required of me
- Went beyond expectations to guarantee satisfaction and provide a positive shopping experience for each customer

3D Model & Texture Artist, Intern

May 2018
– Sep 2018

Kent Intermediate School District
Grand Rapids, MI

- Collaborated with programmers and artists to effectively optimize assets for preserving the best visual fidelity and performance
- Ensured all assets were designed around accessibility by coordinating with the art team to establish standards