

Myles Trevino

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Profile

Software developer with over six years of experience in desktop and web application development. Familiar with many languages, including C, C++, Java, Python, HTML & CSS, JavaScript, and TypeScript. Worked with a wide range of libraries, frameworks, and toolsets. Comfortable with picking up new technology stacks. Developed applications in the fields of 3D graphics, media playback, networking, web apps, and more. Some of my projects are hosted on my personal website laventh.com and my GitHub page github.com/myles-trevino.

Education

B.A. in Computer Science, Wheaton College, Norton, MA

Graduated cum laude in Spring 2021

2021 Fred Kollett Mathematics and Computer Science Award recipient

Employment History

Software Engineer, First Advantage | October 2021 – Present

- Worked as part of an Agile team focused on evolving the product to meet demands.
- Implemented solutions on both the frontend and backend, from UI to SQL databases.
- Worked on design decisions with senior engineers and assisted new hires with tasks.

Systems Administrator, Wheaton College, Norton, MA | November 2019 – January 2021

- Collaborated with staff and prepared systems and software according to their needs.
- Managed and maintained computers and servers which students and staff depend upon.
- Tested and helped grade software written by CS students and assisted students with projects.

Computer Museum Manager, Wheaton College, Norton, MA | September 2017 – November 2019

- Developed a website and Alexa-based interactive voice assistant for the museum.
- Diagnosed and fixed a wide range of legacy systems (Windows, Mac, Linux, Raspberry Pi, Atari, etc.).
- Managed the acceptance, storage, and presentation of donations.

Selected Projects

Hyperpass (Password Manger, hyperpass.org, github.com/myles-trevino/hyperpass) | Spring 2021

- A multiplatform, unified-codebase password manager. Available as a web app, browser extension, desktop app for Windows, Mac, and Linux, and mobile app for Android and iOS.
- The app uses Angular, TypeScript, SCSS, Electron, and Capacitor. The server uses NGINX and MongoDB.

Nostrum 3 (Music Player, laventh.com/software/nostrum-3) | Spring 2020

- A music player featuring bit-perfect audio playback, easy library navigation, and a powerful queue.
- Used Qt for the UI and C++, FFmpeg, and WASAPI for music library parsing and audio playback.

Tetra (3D Graphics Engine, laventh.com/software/tetra, github.com/myles-trevino/tetra) | Winter 2019

- A voxel engine capable of rendering billions of voxels in real time with advanced terrain generation and lighting (SSAO, bloom, atmosphere, transparency, shadows).
- Used the low-level Vulkan graphics API, C++ multithreading, and advanced simplex noise techniques.