

Trevor Brown

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SKILLS

TypeScript, Rust, MySQL, PostgreSQL, Wordpress, React, NextJS, Svelte, Docker, Linux, Devops, AWS, CSS, SCSS, Java, C#, Python, ReTool, Graphic Design, Cyber Security, Horizontal Scaling, Distributed Computing

EXPERIENCE

Sponsr LLC, SEP 2021 – JUN 2022

New Paltz, NY

Full Stack Developer

Developed a full stack application in NextJS, GraphQL and PostgreSQL. The application was a SaaS in which social media influencers could be paired up with advertising agencies. The platform facilitated the exchange of money between agencies and influencers via the stripe api with a suite of tools for both parties to help fulfill these deals. Features included: Integration with Stripe and Stripe Express to allow users to send and receive payments between other users; A real time chat application made with websockets; and a custom search engine which allows influencers and advertisers to discover clients.

IBM, JUN 2021 – DEC 2021

Poughkeepsie,

NY

P-Series Server Technician

Responsibilities include running unit tests on the P-Series class of servers that run Red-Hat Linux. Repairing both physical and technical problems with servers and coordinating repairs and bug fixes with engineers. Unit tests were written in perl and used IBM's proprietary platform Deleuth to help diagnose and catalog problems with individual machines.

Syncarpha Capital LLC, JUN 2021 – OCT 2024

Manhattan, NY

Software Developer

Responsibilities included developing a private API for internal use at Syncarpha. I was the sole developer of the API as of the time of my departure. The API had a vast suite of tools and CRON jobs that were the backbone of many important accounting and asset management processes. The API interfaced with a number of third party APIs including: SAGE Intacct, Box.com, SmartSheet, ReTool, and proprietary APIs within the solar industry.

A massive accomplishment of the tool was creating a robust library to interface with Intacct's SOAP XML API in a repeatable and iterable way. This was done by designing a system via functional programming. The tool included but not limited to: the ability to parse an arbitrary JSON object which matches the schema of an object in Intacct into the appropriate XML insert or update query and

effortlessly update that object. In the case of objects that had required fields that were found to be missing the program could optionally make a get request (using my api's tools) to fetch the required data from the object before executing the insert. The tool was capable of doing fast and efficient batch inserts of thousands of records at once and was capable of iteratively fetching an arbitrary amount of data to circumvent the restriction of only allowing 2000 results per individual request. The tool also featured robust error reporting and cataloging tools. Any time an error occurred, if it was a data-entry/user error the API would be able to detect that and notify the user of the error and suggest potential fixes without IT intervention, and if it was a logical error or a bug, the API would know and notify IT instead with a stack trace of the error, a timestamp and details of actions that were taken that lead up to the error. This was achieved by creating an action queue that cataloged every action the API took in order to allow simple tracing of user activity and errors at any time.

I developed custom software in Rust to automate parts of the employee onboarding process. An example application is an executable that would automatically register a network drive pointing to the company NAS and take an inventory of the computer's specifications and important applications installed and store them in our database. I established a database of employee information to enhance security and access to tools made by IT. This employee database was an integral part of the creation of Syncarpha's proprietary task-management system Sisyphus.

PROJECTS

Sisyphus | *TypeScript, ReTool, Docker, Google APIs*

Sisyphus is a task management platform I created for Syncarpha LLC. The tool was written in TypeScript with a front-end UI developed in ReTool. It is a sub-component of Syncarpha's vast proprietary API written and designed by myself. Sisyphus was created to streamline the unique task-management needs of Syncarpha's asset management team while also cutting costs by replacing a third party tool that was previously being used. Creation of this tool saved Syncarpha thousands of dollars a year by replacing an expensive third party solution with a custom-made in house alternative. Sisyphus generates a personal calendar in Google Calendar for every employee wishing to opt into using the tool via GCal APIs and allows users or managers to create and assign tasks that repeat at unique intervals such as monthly, quarterly, yearly, every x months, every x years; along with a whole suite of other options. This was achieved by writing a custom interpreter for a custom language I designed that could parse a complex string representative of a specific interval of time or repetitions of specific dates to allow managers to create one task that would generate calendar events and reminders and metrics on task completion for an extended period of time. At the time of my departure Sisyphus was used by the entire Asset Management team with plans to roll out the tool to Construction and Finance in the future.

Sponsr | *NextJS, React, GraphQL, Express, TypeScript, SQL, Docker* | <https://sponsr.com/>

(Project Deprecated by Owners) I created a full stack application with Postgres, GraphQL, Express, TypeScript, NextJS and Docker. The project is deployed on AWS ECS and managed via docker a stack of containers. Sponsr is a freelance-work platform designed to help social media influencers find paid sponsorships.

TrevorBrown.Dev | *TypeScript, React* | <https://trevorbrown.dev>

My personal portfolio site, created in ReactJS and TypeScript, with a contact form routed to my email via the EmailJS API.

PatricianTV | *TypeScript, React* | <https://patrician.tv>

I created a website in React, TypeScript and SCSS in conjunction with the Youtube Data API to create a website for the YouTuber PatricianTV. Key features include custom-made SVGs which dynamically render on the page based on screen size; and a video browsing tool which lets the user pick a video to watch on-site.

The Stable Club | *TypeScript, React* | <http://stableclub.fishcreekrent.com/>

(Project offline) I created a website in React, TypeScript and SCSS for the Stable Club Sports bar in Saugerties, NY. It has a contact form that works in conjunction with EmailJS, along with integration with the google calendar API to allow live updates to the site's events calendar. The calendar graphics themselves were designed by me with CSS grid and were designed to look similar to a google calendar.

Cube World Alpha | *TypeScript, Svelte* | <https://cubeworldalpha.com>

(Project offline) This is a public server maintained by me for the Alpha build of the game Cube World. It runs on a Windows Server in AWS. The site is built in Svelte. Cube World Alpha is a very unstable game that is prone to crashing, and the server software provided for it is prone to crashing as well so the key challenge for this project was creating a system that could automatically diagnose and fix issues without my intervention. This was achieved by setting up AWS cloud-watch logs of the console running on the windows VM along with services to ensure if the server ever turned off or failed to respond for a period of time it would restart itself.

Engineering Course Scheduler | *TypeScript, JavaScript, PHP, JQuery, MySQL*

(Student Project) I had the honor of being project lead for a proprietary course scheduling system for the engineering department of SUNY New Paltz. This system is designed to allow professors to input their availability, the classes they teach and the rooms available for those classes to be in. An algorithm then takes in all of those parameters and generates as close to a perfect schedule as possible with no overlapping courses, and co-requisites for classes are always available. This system was developed with PHP as the backend and TypeScript with a custom-made web framework on the front end.

EDUCATION

SUNY New Paltz, SEP 2018 - MAY 2022

New Paltz, NY

Bachelors of Science

Major: Computer Science | GPA: 3.47/4.00

LEADERSHIP

Peer Tutor, SEP, 2019 - MAY 2022

New Paltz, NY

I work in conjunction with the professors in the SUNY New Paltz Computer Science department to offer free tutoring to my peers in any topics related to computer

Distinguished Project Capstone, FEB, 2022 - MAY 2022

New Paltz, NY

I had the honor of working for the SUNY New Paltz Benjamin Center under the guidance of a professor as a project lead to work towards decoding encrypted german communications from World War II. These messages were encoded with an Abwehr enigma machine and required building an emulator of the enigma machine and using linguistic heuristics algorithms to decode the messages.

GMTK Game Jam, NOV, 2014 - NOV 2014

New Paltz, NY

I worked as project lead for a GMTK Game jam in 2014. I was responsible for designing and programming a game as well as coordinating meetings between myself, an artist and a writer.