

CONTACT

@ treytencarey@gmail.com

📞 (308) 390-8462

🌐 www.treytencarey.com

👤 github.com/treytencarey

Omaha, NE



TECHNICAL SKILLS

C++ · Java · C# · Python · Objective-C/C++ · Lua · JavaScript · SQL · HTML · JSON · XML · Version control · Sockets · Windows · Linux · Mac · Android · iOS · Angular · NodeJS · More

TREYTEN CAREY

STUDENT / FULL STACK DEVELOPER

EXPERIENCE

Jan 2017 – Present Software Engineer
BHMI

Developed **front-end and back-end** code for web app software using **Java, HTML, JavaScript, PrimeFaces**, and **CDI** which were released to customers. Created testing scripts in **Python** with **JSON, XML, Oracle**, and **Tkinter**. Created web and mobile apps using **Angular** and **NodeJS**.

Used **C++** to handle back-end payment processing features using **Visual Studio 2019** for debugging. **Task management** and **version history** using **Jira** and **AccuRev**. Used logical models, unit of work documents, and scope documents to develop new pages and features, and includes updating **Oracle** and **MsSql** databases.

Performed **debugging** and created **automated tests** on web applications and back-end programs using **TestNG** and **Visual Studio**.

Feb 2017 – Present Founder
Hello World, LLC

Designed and released several live products.

World of Hello - worldofhello.org
C/C++, SQLite, sockets, websocket++ used for the server built with **Code::Blocks (MinGW)** and hosted on a **Windows** OS through **Amazon AWS**. **Native C/C++, Java, Objective-C/C++,** and **Lua** used for the client with **OpenGL**. Built with **Microsoft Visual Studio 2019** for the Windows client, **Android Studio** with **Ant** and **Gradle** for **Android, XCode** for **iOS**, and **Emscripten** for Web. API documentation was generated using **Doxygen**.

KEY SKILLS

Software testing and debugging · Problem solving and logical thinking · Programming and coding · Software development · Object-oriented design · Teamwork · Written and verbal communication

REFERENCES

Available upon request

PS4MouseToController – ps4mousetocontroller.com
Uses **Java**, **HTML**, **JavaScript**, **JSP**, and **SQLite** for the web server which contains transaction processing using the **Braintree API**. Hosted on a **CentOS** server with **SSL**.

The client uses **C#** and converts input into **bytes** recognizable as a controller format (**analog**).

Filed a **patent (provisional)** in networking algorithms. Designed an API in C++ to simulate and use this algorithm.

Mar 2019 –
Dec 2019

Full Stack Developer
University of Nebraska Medical Center

Use **C#** with **XNA** in **Visual Studio** to draw 3D models and **sockets** to connect to a **server**. Server interacts with **3D camera** to determine world-space and identify marked objects in real-time, which communicate to the client **iOS** and **Mac** applications built with **XCode** who draw the models accordingly to position and rotation. Use **Java**, **HTML**, **JavaScript**, and **JSP** to create grant-tracking software and identify UNMC sponsors, hosted on a **CentOS** operating system through A2Hosting.

EDUCATION

Jan 2020 –
Present

Master of Computer Science
University of Nebraska at Omaha

Related coursework includes –
Analysis of Algorithms, Cybersecurity, Graph Theory, Mobile Communication.

Aug 2015 –
Dec 2019

Bachelor of Computer Science
University of Nebraska at Omaha

Related coursework includes –
Java I & II, Programming Languages, HTML, Database Management Systems, Theory of Computation, Computer Architecture, Software Engineering, UX Design, and Cryptography.

SUMMARY

As shown from my experience, education, and activities, I am very involved in the programming industry and have worked in-depth on both, front-end and back-end tasks. I've also started my own company whose profits has been significantly rising per-month, displaying my self-motivation and dedication.

Aug 2014 –
May 2015

Career Pathway Institute
Central Community College

Part of a high-school academic program. Was the first student ever in my school to commute half my school days at one highschool, then the other half at the institute.

Related coursework includes –
Computer Programming and AP Computer Programming, Digital Media I & II, and IT Customer Support ("Help Desk").

ACTIVITIES

Aug 2019 –
Dec 2019

IT Collaborative
University of Nebraska at Omaha

Meets to discuss current technology companies and to tour them (local and non-local).

Aug 2019 –
Dec 2019

Robotics - Self-Driving Cars
University of Nebraska at Omaha

Meets every few days to set up a rendering engine which displays a car in a 3D view. Using ROS and **Gazebo**, instructions can be sent to a small-scale built car using F1Tenth's kit and **ROS API** to control the car remotely.

Jan 2015 –
May 2015

Game and Simulation Programming
Career Pathway Institute

Competed in a programming competition (hosted by Future Business Leaders of America) where I made it to nationals and competed at a large Chicago event and placed in the top 15.

HISTORY

I started developing at a young age. The first program I built was when I was a child, it was a video game I ported from PC to Android. Since I always knew I wanted to code, even as a kid, it made it easy to jump-start my career as I was able to get into a technical school before college and have some experience so that I would know what to expect when I'd start work in the industry.

RESEARCH

2019

Provisional Patent – Dynamic Data Transfer

Due to cost and time (being a full-time student and a full-time employee), this patent has not been filed, but went through the legal process as provisional to protect my algorithm.

In summary, this is a patent as a TCP extension, which sends over commands (static commands defined at compile-time send quicker than dynamic commands sent at run-time). It calculates the most efficient packet sizes for TCP, merges them together, and sends them. There are additional settings in which a command can be overwritten by the same command if it's still in the send queue, or commands can be duplicated if necessary.