

Trevor Oldak

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Software Engineering, Web Development and Related Qualifications

- Ability to program in PHP, JavaScript, C, C++, SQL, and Java and experience with FTP, Emacs, Vim, Adobe Photoshop, UNIX, SVN, CMS, development cycles.
- Strong web design skills including experience with HTML, XML, AJAX/DHTML, RSS, CSS, SQL, PHP, JavaScript, prototype.js, script.aculo.us, jQuery, Dojo, FTP, Java, JSP, Apache Tomcat, site design, site management, site administration, rich internet applications, and graphics.
- Experience creating dynamic RIAs as early as 2000 and interest in creative applications including innovative data management and presentation, with Object-Oriented PHP and JavaScript
- Strong interests in web-related programming, specific interest in dynamic user interfaces and applications
- Creativity, interpersonal skills, attention to detail for accuracy, persistence to master new fields

Software Engineering Experience

NEXAWEB TECHNOLOGIES

BURLINGTON, MA

Software Engineer

June 2006 to Present

- Created several automated testing suites with AJAX and Java to rigorously test code base
- QA for the Nexaweb Ajax Platform from creation through multiple releases
- Developed POCs for clients and framework demos – See <http://demo1.nexaweb.com/EasyTraderAjax/>, <http://demo1.nexaweb.com/ROI/>, and <http://demo1.nexaweb.com/Portal/>
- Lead QA Engineer and regular contributor for the Apache Incubator's XAP declarative AJAX framework – See <http://incubator.apache.org/xap/> and <https://issues.apache.org/jira/browse/XAP>

GENALYTICS

NEWBURYPORT, MA

Software Engineer

Summers 2005 and 2004

- Designed software for gathering and parsing data, including a small web spider and data harvester.
- Wrote software to manage, access, and update large database.
- Tested genetic algorithm software on Redhat Linux, Solaris. Managed website. Programmed with Java, SQL, XML

Computer Science and Secondary Education

UNIVERSITY OF ROCHESTER

ROCHESTER, NY

Bachelor of Science in Computer Science

May 2006

- Rush Rhees Scholarship for Academic Achievement and SAT I Scores of 790 Math and 630 Verbal, and 790s for SAT II Math I, 790 for SAT II Math IC, 780 in SAT II Physics, and 5 out of 5 on AP Computer Science exam.
- Computer Science GPA 3.33, Overall GPA 3.16 (out of 4.0), and Dean's List Spring 2006 for Semester GPA of 3.75 and Fall 2005 for GPA of 3.84.
- Member of Boston Mensa

PHILLIPS ACADEMY

ANDOVER, MA

High School Diploma, with Eaton Award for Excellence in Mathematics

June 2002

Selected Computer Science Courses and Projects

Mathematical Foundations of AI, Data Structures, Design of Efficient Algorithms, Discrete Math, Operating Systems, Networking, Game Design, Artificial Intelligence, The Computational Brain, and Models and Limitations.

- For Game Design: Developed unique point-and-click reflex game
- For Java course: Developed a high-level compiler that utilized complex algorithms to interpret code
- For C++ Programming course: Wrote data-analysis program to predict user input in game
- For C Programming courses: Wrote and tested a Java code parser using a recursive descent algorithm
- For Computer Structures: buffer overflows and assembly language
- Also working on personal projects and websites involving AJAX, CSS, PHP, and SQL

Web Design and Related Technical Experience

UNIVERSITY OF ROCHESTER

ROCHESTER, NY

Web Technical Assistant

Spring 2003-Spring 2006

Additional Web Design and Personal Projects

- Home page and portfolio: <http://www.trevoroldak.com/>
- Lost Cities, an AJAX game: <http://www.trevoroldak.com/lc/>
- RoboRally, an early AJAX game experiment: <http://www.trevoroldak.com/roborally/>
- iGlue: A design for a social networking site: <http://www.trevoroldak.com/mcarbone/iglu/site/addaplace.php>