

# Trevon Shelby

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## WORK EXPERIENCE

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### Funky Outer Space

Apr. 2024 – Present

*Embedded Software Engineer/Full-Stack Web Developer*

*Austin, Tx/remote*

- Funky Outer Space is a tech solutions provider specializing in website management and electronic product development.
- As an embedded software developer, my responsibilities included:
  - **Prototyping.** I researched and created circuits for my client's product needs.
  - Ordering parts for client projects and staying within a low budget.
- Created websites suited to client needs complete with a backend and database.
- Efficiently worked with a team of 7+ people to complete larger projects.

### Emerald Tavern

Dec. 2023 – July. 2024

*Bartender*

*Austin, Tx*

- At Emerald Tavern, I made and served craft cocktails and maintained a clean work station.
- Monitored customers and ensured they stayed safe and comfortable. Safe most of all.
- My favorite responsibility was to speak with the customers and hear their stories and experiences.

### Fuddruckers

Feb. 2019 – Oct. 2022

*Manager | Jun. 2020 – Oct. 2022*

*Austin, Tx*

- After my promotion, I would train new hires and create schedules for my location.
- I would communicate with my General Manager and follow through with the duties assigned to me.

*Cook | Feb. 2019 – Jun. 2020*

- Prior to my promotion to manager, I was a kitchen cook making burgers.

### Adia

May. 2018 – Apr. 2019

*Cook*

*Austin, Tx*

- Under Adia, I found contract jobs where I would work as a temp. This would lead me to Fuddruckers.

## EDUCATION

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### Self-Taught

Jan. 2020 - Present

*Computer Science*

*Austin, Tx*

- Starting with game development, I grew an interest in learning how to program and began using online resources such as FreeCodeCamp, Codewars, Leetcode, and Youtube to learn how to make websites.
- I spent months reading through Bjarne Stroustrup's A Tour Through C++ and Beginning C++ Game Programming to learn about pointers and how to solve problems with code.
- To learn embedded programming, I read The Art of Electronics and Encyclopedia of Electronic Circuits. I took what I learned and read through component datasheets until I understood how they worked.

## SKILLS, INTERESTS & LANGUAGES

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- **Skills:** Embedded Programming; Web Development ; Circuit Engineering ; Data Science ; Quick Learner
- **Interests:** MMA Training, Game Development/Modding, Cooking, Event Hosting
- **Languages:** C#, C++, Javascript, Python, SQL/MariaDB
- **Notable Libraries:** Pandas, Prisma, Tailwind, React, NodeJs, Arduino, ESP32, FastLED