

Trent Halama

(239) 850 - 4016 | trenthalama@gmail.com | www.trenthalama.com

EDUCATION

Florida Polytechnic University, Lakeland, FL

May 2024

*Bachelor of Science in **Computer Engineering***

Relevant Coursework: Virtual Reality, Object Oriented, Microprocessors, Robotics, Database, Signals

PROFESSIONAL EXPERIENCE

College Program Intern - Parking Operations

June 2024 – Present

The Walt Disney World Company, Lake Buena Vista, FL

- Delivers personable guest services by safely greeting, directing, and aiding guests in the parks.
- Problem-solving skills and adaptability in parking operations and transporting guests to the park.

IT Intern

June 2023 – Aug 2023

Nettally, Tallahassee, FL

- Database management and assisted with day-to-day operations for the company.
- Development of reworking their front web page using HTML, CSS, and JavaScript.

ADDITIONAL EXPERIENCE

Engineering Representative

Oct 2023 – May 2024

Florida Polytechnic University – Student Government, Lakeland, FL

- Representing Engineers for the University on how the campus can be improved for students.
- Apart of the Advocacy and Communications Committee as Vice-Chair.
 - Helped with student concerns by running town halls and organizing events to learn about student government and campus resources.

Vice President of Vendors

Sep 2022 – May 2024

Florida Polytechnic University – Florida Polycon, Lakeland, FL

- Help facilitate a convention-style event in terms of contracting and negotiating with vendors.
- Oversee merchant/artist exhibit areas from which attendees can purchase items.

Orientation Leader

May 2023 – Dec 2023

Florida Polytechnic University, Lakeland, FL

- Mentorship with students on the University lifestyle.
- Conduct fun activities and engage with Freshmen and Transfer students to connect them to resources and continually check in with students throughout their first semester.

PROJECTS

Documents Dully

March 2024 – May 2024

- The virtual reality (VR) game mimicked “Papers Please” in VR using Mixamo and Unity.
- Collaboration was required to design the mechanics and assets using C# and Unity assets.

Mobile Security Awareness Training

March 2024 – May 2024

- A training game to inform users of mobile security threats and the best course of action using JavaFX and MySQL.
- Collaboration effort in designing the mechanics and establishing a connection with a database.

RASSOR Capstone Project

Oct 2023 – May 2024

- Working with the Florida Space Institute to improve the RASSOR model with autonomous functionality using a flywheel design to dig 15 degrees downward in a Lunar Crater.
- Implemented LiDAR functionality, wiring schematics, and Motor controls using Stepper type.

SKILLS

- **Software:** Unity, GitHub, IntelliJ, Visual Studio, MATLAB, Fritzing, DataGrip, VirtualBox, Unix
- **Programming Languages:** C/C++/C#, Java, HTML, CSS, JavaScript, SQL, Python