

# Rusty Trim

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## EDUCATION

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### Lake Superior State University

*Bachelor of Science in Computer Science*

**Sault Ste. Marie, Michigan**

*Expected Graduation, May 2028*

- **Relevant Coursework:** Data Structures and Algorithms, Object Oriented Programming, Operating Systems, Parallel Computing, Distributed Systems, Database Systems

## EXPERIENCE

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### Lake Superior State University

*IT Help Desk Technician*

**Sault Ste. Marie, Michigan**

*Sep 2025 - Present*

- Restored around 100+ university systems following a campus-wide cyber incident by reimaging and securely reconfiguring machines, reducing downtime for students and staff
- Reimaged and configured Windows and campus-managed machines using standardized recovery procedures, ensuring consistent and secure system restoration across affected labs
- Provided technical support to students and staff during system outages, resolving an estimated 20–40+ tickets involving account, software, and access issues
- Diagnosed and resolved hardware, software, and basic network issues by applying structured troubleshooting methodologies to isolate root causes instead of applying temporary fixes
- Improved incident resolution efficiency by documenting recurring issues and solutions, enabling faster troubleshooting for similar future support cases
- Communicated technical issues and resolutions to non-technical users, translating system-level problems into clear, actionable guidance
- Supported installation, configuration, and maintenance of operating systems and productivity software across university-managed devices
- Assisted in restoring productivity during outages by prioritizing urgent support requests and guiding users through step-by-step recovery processes

### Strafe.chat

*Full Stack Developer*

**Remote**

*Oct 2023 - 2024*

- Built a real-time chat application using WebSockets to enable low-latency, bidirectional communication, reducing message delivery delay to near-instant interaction (around 100ms perceived latency in local testing environments)
- Developed a Node.js and Express.js backend to handle messaging, user sessions, and REST API endpoints, supporting concurrent user interactions and scalable request handling
- Designed and integrated a ScyllaDB-based storage system for high-throughput message persistence, enabling efficient read/write operations under simulated multi-user load
- Implemented a responsive Next.js frontend to deliver a dynamic, real-time messaging experience across desktop and mobile devices

## PROJECTS

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### Markdown Notes App

*Project Creator*

**Owosso, Michigan**

*May 2026 - Present*

- Built a Markdown note editor using React/Next.js, enabling users to create and edit structured notes in real time.
- Implemented a custom editing system with content-editable blocks and dynamic state handling to support smooth inline formatting and reduce editing latency to near-instant updates (less than 100ms UI response in local testing)
- Developed a modular note architecture allowing users to create, edit, and delete multiple note blocks, supporting hierarchical note organization and improving readability for long-form notes (tested with notes exceeding 2,000+ characters)
- Designed and integrated a persistent storage layer to save and retrieve notes efficiently, ensuring data retention across sessions with 100% reliability in local and development environments

- Optimized frontend rendering and state updates to minimize unnecessary re-renders, improving UI responsiveness during rapid typing and editing interactions

## **CAS Room Scheduler**

*Back-End Developer*

**Sault Ste. Marie, Michigan**

*Jan 2026 - May 2026*

- Built a desktop scheduling application for the CAS building at Lake Superior State University using Qt, enabling users to view and manage room reservations through a calendar-based interface for improved scheduling visibility
- Developed full CRUD functionality for reservations and room management using C++ and SQLite, allowing users to create, update, and store scheduling data persistently across sessions
- Designed and implemented a relational database schema in SQLite to manage rooms, reservations, and scheduling conflicts, ensuring data consistency and preventing double-booking of resources
- Created a dedicated interface for adding and managing rooms and reservations, improving administrative workflow efficiency for scheduling within a multi-room environment
- Packaged and deployed the application using Visual Studio, ensuring the system could be built and distributed as a standalone desktop application for end users

## **ACTIVITIES AND LEADERSHIP**

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### **Northern Michigan University Programming Competition (2026)**

*Competitive Programmer*

**Marquette, Michigan**

*Mar 2026*

- Placed 3rd out of 14 teams at the NMU Programming Competition (2026) by collaborating with teammates to design and implement efficient algorithmic solutions under strict time constraints

### **Robotics Team**

*Programming Mentor*

**Morrice, Michigan**

*Nov 2023 - Aug 2024*

- Mentored a team of around 10+ students in FIRST Tech Challenge (FTC) programming, guiding them through robot software development

## **SKILLS**

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**Programming:** Java, JavaScript/TypeScript, HTML/CSS, SQL, Node.js, React.js, C/C++

**Technical/Programmatic:** Data Structures & Algorithms

**Platforms:** Linux and Windows

**Languages:** English

**Interests:** Video Games, Body-Building, Learning