# Stevie Trapero

Tech enthusiast with a strong background in sound engineering and a growing expertise in software development. Actively seeking software engineering roles to apply technical skills and leadership in creating impactful solutions.

#### **EXPERIENCE**

# Council LXVI, Salem Oregon — Sound Engineer

July 2017 - December 2019

- Planned, set up, and operated audio equipment for recording, mixing, and live sound productions, ensuring optimal sound quality.
- Recorded and edited audio tracks for diverse projects, including podcasts, videos, and live events.
- Collaborated with clients and creative teams to deliver tailored audio solutions, improving overall sound quality.

## **First Student,** Woodburn Oregon — School Bus Driver

September 2019 - June 2020

- Ensured a safe and disciplined environment on the bus.
- Conducted daily pre-trip/post-trip inspections, reporting mechanical issues promptly.

# **William Cabanilla Construction,** Salem Oregon — *Apprentice Carpenter*

September 2020 - January 2021

- Assisted in construction projects, ensuring timely execution.
- Worked closely with team members to meet project deadlines and objectives.

# Guitar Center, Keizer Oregon — Retail Associate

February 2021- July 2021

- Demonstrate product and service knowledge to customers.
- Assisted customers and guided them through the sales process.

#### **Guitar Center**, Keizer Oregon — Store Lead

August 2021 - December 2023

- Led sales and operational efforts, driving company initiatives and improving overall store performance.
- Mentored associates, ensuring store readiness for business

#### **Technical Skills**

Programming Languages: C, C#, C++, Java, JavaScript, Pascal, Python, Visual Basic

Web Technologies: HTML, CSS, JavaScript

**Database Management:** MySQL

Music Software: Reaper, Logic Pro X, Pro Tools, Cubase, Ableton

#### **AWARDS**

Computer Science Award: North Salem High School, awarded for excellence in computer science operations.

## **Liberty Christian Church**, Salem Oregon — Worship Intern

August 2023 - August 2024

- Discipled and developed musicians and volunteers.
- Managed Planning Center Services and led worship rehearsals.

#### **Liberty Christian Church**, Salem Oregon — Worship Director

September 2024 - Present

- Managed, organized, discipled and developed musicians and volunteers.
- Oversaw service planning and church operations during the pastor's absence.

### **Guitar Center**, Keizer Oregon — *Music Instructor*

April 2024 - Present

- Teach students utilizing the Guitar Center Lessons Curriculum
- Regularly communicated with students and parents regarding progress and lesson plans.

#### **EDUCATION**

#### **ASOT-CS from Chemeketa Community College**

# Currently enrolled at Western Oregon University for Computer Science/Mathematics

Expected Graduation: June 2025 (Anticipated)

#### **VOLUNTEER WORK**

**Cebuano Dancers** — *Dancer* 

**Church** — Musician, Worship Team Committee Member

**X Academy** — Music Teacher

**Vacation Bible School** — Lead Musician/Games helper

#### **Some Programming Projects**

**Airport Reservation System** — Built an airport reservation system that tracks flights where a user can create an account, look up, and register for flights on a website. The project was developed using C#, HTML, and JavaScript within the ASP.Net framework.

**Visual GPS Information** — Made a program that took in GPS data and converted it into an SVG file in order to see what shape or route a person had traveled. I also created a similar project that visualized earthquake data, displaying magnitude and location in relation to each other. First one was programmed in C# and the second one I used Haskell.

**3D Video Game** — Led a team for the OGPC competition. Built a Java OpenGL game from scratch in which you shoot a shrink ray to shrink enemies.

**Poker** — Made a 5 card poker game in Java where you play against AI that make moves based on both the quality of their hand and a little bit on randomization.

**Jpanel Builder** — Developed a JPanel builder program that generated a visual representation based on user inputs and provided the corresponding Java code.