**Trey Turner**

(402) 419-0048 ● Lincoln, NE ● treyniturner@gmail.com

**EXPERIENCE**

**Design Studio Associate Developer** Aug. 2020 – May 2021

Jeffrey S. Raikes School of Computer Science and Management| Lincoln, NE

* + Engaged in utilizing React-Native for mobile app development, including React-Redux, to create reliable full-stack designs
  + Maintained steady, efficient and effective paces under pressure and strict deadline times
  + Participated in full-stack mobile development while also emphasizing importance of version control and Git
  + Accentuate professional communication practices, including presentations and demos to industry partners and clients

**Strength Training and Conditioning Room Lead Supervisor** July 2020 – December 2021

University of Nebraska-Lincoln City Campus Recreation Center | Lincoln, NE

* + Strengthen communication with patrons of various generations and ages to ensure a thorough and satisfactory experience
  + Provide strong leadership traits to create an established and successful work environment

**Undergraduate Research Intern** January 2022 - Present

Software Engineering Research and Empirical Studies Lab, UNL | Lincoln, NE

* + Designed reliable, responsive websites for the research lab using HTML, CSS, JavaScript and Bootstrap
  + Adapted to a diverse environment to meet strict and timely deadlines as a solo team
  + Maintained a task-oriented work ethic, completing lab’s mandated tasks that were assigned

**PROJECTS**

**Mock University Website**

This website is a mockup following general university website structures and format, featuring multiple sections with various features, such as responsive web design. The languages used in this project were CSS and HTML with the use of Bootstrap 5 framework.

**Wordle Clone**

Using primarily JavaScript, HTML, and CSS to create a clone of New York Time’s esteemed web browser game Wordle. This project allowed me to explore the intricacies of CSS and JavaScript animations, as well as learn how the game itself functions.

**Spotify API Project**

This application is designed to form a playlist through the usage of Spotify’s API based off a user’s input in a textbox. Languages used in this project include JavaScript, HTML and CSS. This project allowed me to dive deeper into using APIs, specifically Spotify’s API.

**EDUCATION & CLUBS**

**University of Nebraska-Lincoln** | Bachelor of Science in Computer Science Expected May 2022

* Minors: Business Administration, Mathematics
* GPA: 3.86/4.00 - Seven Times Dean’s List recipient
* *Lebanon Project Developer*: UNL Initialize Club – Init Dev Team | *Member*: Campus Recreation Advisory Council

**LANGUAGES & TOOLS**

Adobe Creative Suite, CSS, Figma, Firebase, GitHub, HTML, Java, JavaScript, Microsoft Office, Nodejs, Objective-C, React, React-Native, SQL | OS X | Quick Learning | Visual Studio Code