**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

**Undergraduate Research Intern** January 2022 – May 2022

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

**Graduate Teaching Assistant** August 2022 – Present

Human Computer Interaction, College of Computing, UNL | Lincoln, NE

* + Improve knowledge of current industry practices for UI/UX development to teach undergraduate students
  + Meet weekly deadlines while working under a professor and alongside a team
  + Prioritize communication in a team to ensure all projects and work get completed

**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