**Trey Turner**

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**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, self-reliant on task completion
  + Team-based mission; designed and developed effective code to be maintained for future team members

**Graduate Teaching Assistant** August 2022 – Present

College of Computing, UNL | Lincoln, NE

* + Learn current industry practices for full-stack development and apply to projects to teach
  + Committed to fostering an engaging and inclusive learning environment for all students through leadership
  + Meet weekly deadlines while working under a professor and alongside a team
  + Demonstrated ability to work well in a team environment and provide support to both students and professors

**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.

**Bible Memory Application**

Using the FRN stack, (Firebase, ReactJS, NodeJS), this full-stack application allows its users to create an account through Google’s API and memorize scripture. Languages in this project heavily rely on React and JavaScript, but it also uses Bootstrap as its framework.

**EDUCATION & CLUBS**

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

* Minors: Business Administration, Mathematics
* GPA: 3.86/4.00 - Eight 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