

jrenter3@uoregon.edu

**José Renteria**

Eugene, OR

[joserenter1a.github.io/portfolio](https://joserenter1a.github.io/portfolio)

## **EXPERIENCE**

### **University of Oregon Software Consultants**

Eugene, OR  
2023-Present

*Frontend Animation and Graphics Developer, UI/UX and Graphic Designer*

- Developed interactive user features to be implemented in the group website utilizing HTML and Tailwind CSS
- Part of the frontend development team for the group and our ongoing projects, utilizing technologies such as React, and Node.js
- Designed logos to be used to represent the group, using Adobe Photoshop and Illustrator.

### **University of Oregon Tutoring & Academic Engagement Center**

Eugene, OR  
2021-Present

*Undergraduate Computer Science Class Encore Leader*

- Facilitate structured study groups for flagship CS courses, consisting of group oriented problem solving.
  - Reinforce fundamental programming concepts in Python such as object-oriented programming, recursion, searching, and binary operations.
  - Create lesson plans with structured group activity for weekly sessions, independent from lecture.
- 
- **iSportsnaps**  
*Senior Graphic Designer and Photographer*  
Modesto, CA  
2017-2020
    - Created unique sports designs for clients based on knowledge of layout principles and design concepts.
    - Utilized Adobe Photoshop while working with client requested color scheme and individual constraints.
    - Formatted large files for use with a commercial printer.

## **Skills**

- **Certification:** College Reading & Learning Association - International TUTOR Training Program Certification
- **Programming Languages:** Python, C/C++, Javascript, React, Node, HTML, CSS, version control with Bitbucket, Git
- **Operating Systems:** Windows, MacOS, Linux
- Adobe Photoshop, Adobe Creative Cloud Suite, Typography
- **Bilingual Fluency:** Spanish, English

## **EDUCATION**

- **University of Oregon**  
B.S. Computer Science, Minor in Multimedia  
Clark Honors College  
2020-Present

## **RELATED COURSEWORK**

- Interactive Digital Arts
- Web Programming
- Data Structures & Algorithms
- Operating Systems
- Artificial Intelligence
- C/C++ and Unix
- Physics I, II, III
- Consumer Marketing Research