

José Renteria

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Eugene, OR

joserenter1a.github.io/portfolio

TECHNICAL EXPERIENCE

Connected Lane County

Full-Stack Mobile Development Intern

Eugene, OR
2023-Present

- Spearheading end-to-end development of a mobile application. Involvement in the entire project lifecycle, from concept ideation to final deployment.
- Collaborating closely with clients to understand their requirements, translating them into actionable development plans and ensuring the final product meets their expectations.
- Utilized a range of programming languages, frameworks, and tools to build a robust and user-friendly cross-platform mobile application.

DucksRISE Research Fellowship

Research Fellowship Recipient

Eugene, OR
2021-Present

- Member of the third cohort of DucksRISE, and recipient of their [DucksRISE Research Fellowship Award](#)
- Independently led research project exploring the intersection of creativity and technology through a generative A.I. lens.
- Mentored under John Park, Career Instructor in the Art & Technology department at the University of Oregon.

University of Oregon Tutoring & Academic Engagement Center

Undergraduate Computer Science Class Encore Leader

Eugene, OR
2023-Present

- Facilitate structured study groups for flagship CS courses, consisting of group oriented problem solving.
- Reinforce fundamental programming concepts in Python and C such as object-oriented programming, recursion, memory management, and data structures.
- Create lesson plans with structured group activity for weekly sessions, independent from lecture.

SKILLS

- **Certification:** College Reading & Learning Association - International TUTOR Training Program Certification
- **Programming Languages:** Python, Javascript, C/C++/C#, React/React-Native, Node, HTML, CSS, version control with Bitbucket, Git, Google Cloud Computing Services
- **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

2020-Present

RELEVANT COURSEWORK

- Operating Systems
- Cloud Computing
- Data Structures & Algorithms
- Networking
- Artificial Intelligence
- Interactive Digital Arts
- Physics I, II, III
- Consumer Marketing Research

