José Renteria

209-918-9148 | Portland, OR | jrenter3@uoregon.edu | Portfolio Website

EDUCATION

University of Oregon | Bachelor of Science in Computer Science, Minor in Multimedia Expected June 2024

- Relevant Coursework
  - Software Engineering
  - Artificial Intelligence
  - Cloud Computing
  - Statistical Modeling & Data Analytics
  - Computer & Network Security
  - Operating Systems
  - Data Structures & Algorithms
  - Consumer Marketing Research

TECHNICAL SKILLS

C | C++ | C# | HTML/CSS/Javascript ES6/TypeScript | Java |Python | React| Node.js | Git/Bitbucket | Unix/Linux | Bash| Agile Development | Google Cloud Platform (GCP) | SQL Databases | Adobe Creative Suite

EXPERIENCE

Full-Stack Mobile Application Development Intern 2023 - Present

Connected Lane County | Eugene, OR

- Spearheaded back-end and front-end development of a mobile application. Involvement in the entire development life cycle, from concept ideation to final deployment and continuous integration with thorough documentation.
- Collaborating closely with cross functional teams to analyze requirements, translating them into actionable development plans and making data-driven decisions to ensure the final product meets expectations. Exercising verbal, written and visual communication skills.
- Utilized a range of programming languages, frameworks, cloud infrastructure and project management tools to build a robust and user-friendly cross-platform mobile application for iOS and Android.

Undergraduate AI Researcher 2023 - Present

DucksRISE Research Fellowship | Eugene, OR

- 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.

Undergraduate Computer Science Class Encore Leader 2021 - Present

University of Oregon Tutoring & Academic Engagement Center | Eugene, OR

- Lead and 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, data structures and algorithms, and software testing.
- Create lesson plans with structured group activity for weekly sessions, independent from lecture.

DEVELOPMENT PROJECTS

PySonic (2024): PaaS Grid-Based Python3 code editor for BLV (Blind/Low-Vision) programmers that provides sonic feedback for accessibility and ease of use.

Auth-Master (2024): Machine-Generated Text Detection Utility Application using Bidirectional Encoder Representations from Transformers (BERT) Model.

TeqPro (2023) : Cloud-Based SaaS Technical Interview Platform with modern user experience and built-in code editor and real-time audio & video conferencing.

DreamJob (2023) : A Cross-Platform mobile application with a modern UI/UX built to search for and land your dream job. Powered by JSearch API

PacMan Q-Learning Agent (2022) : Implementation of an approximate Q-Learning agent that learns weights.

SCHOLARSHIPS, AWARDS & CERTIFICATIONS

- UO Summit Scholarship (2020-2024)
- College Reading & Learning Association - International TUTOR Training Program Certification
- DucksRISE Research Fellowship (2023)
- Bilingual Fluency: Spanish, English