

jrenter3@uoregon.edu

José Renteria

Eugene, OR

joserenter1a.github.io/portfolio

EXPERIENCE

University of Oregon Software Consultants

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

Eugene, OR
2023-Present

- 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

Undergraduate Computer Science Class Encore Leader

Eugene, OR
2021-Present

- 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