# Quinn Tenorio

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## Languages

- Javascript
- HTML
- CSS
- PHP
- Kotlin
- Java
- C++
- Python
- Ruby

## Tools

- Git
- Laravel
- NodeJS
- VueJS
- Linux
- Heroku
- Zeplin
- Express

## Databases

- MySQL
- PostgreSQL
- MongoDB
- SQLite

## Interpersonal

Excellent communication, punctual, well organized, team player, exceptional technical writing and presentation, creative thinker, strong work ethic, flexible, attentive to detail

## Education

### Colorado School of Mines

May 2019

B.S. Computer Science

Computational and Applied Mathematics Minor

## Experience

### Woodridge Software / Golden, CO          Jun 2019 – Present

Software Developer

- Full stack web application development
- Mobile application development
- Attend and participate in weekly agile meetings
- Work with clients and peers to meet the needs of client application development

### Jeffco Public Schools / Lakewood, CO          Jul 2018 – Apr 2019

Business Technology Intern

- Implement HTML/CSS interface for an employee recruitment system
- Attend and participate in weekly agile meetings
- Support other development teams in day-to-day duties
- PeopleSoft database patches, server testing

### Mines Operations Research / Golden, CO          May 2018 – Apr 2019

Optimization Developer

- Create a C++ program to produce a feasible solution to a continuous casting problem
- Implement a custom algorithm, the kickball model, to increase optimization of the solution
- Provide data files for feeding into AMPL solvers

## Projects

### Mines CS Field Session          Summer 2018

- Develop optical character recognition web application using ExtJS, HTML, and CSS within 5 weeks, around 20 hours/week
- Use Linux to build the product from a remote location
- Learn and implement external libraries, such as Tesseract.js
- Lead agile/scrum development with other team members and clients
- Present a completed product within 20 minutes to the clients
- Complete side projects related to computer ethics and coding skills

### Mines Cambodian Land Mine Project          Fall 2015

- Research: collected background information, structured logistics, performed cost analyses, analyzed core problem, coordinated with 5 teammates to devise workable tech solution to diffuse land mines
- Design & Construct: created prototypes, structured mechanisms/subsystems, evaluated technologies
- Presentation: promoted functioning prototype & explained overall design to faculty/industry panel