

# TREVOR REEVES

JUNIOR DEVELOPER

## DETAILS

### ADDRESS

Lakeland, 33811

### PHONE

8634506578

### EMAIL

reevest2@gmail.com

## LINKS

[GitHub](#)

[LinkedIn](#)

[Portfolio](#)

## SKILLS

HTML5

CSS3

JavaScript

Bootstrap 4

NoSql Database

SQL

C#

Entity Framework

Git

RESTful API

JSON

## HOBBIES

In my free time I enjoy watching movies, coding ASP.NET applications, and playing with my dog.

## PROFILE

Experienced with Front End Development utilizing HTML, CSS, JavaScript, and Bootstrap. Proficient in ASP.NET Core and C# language to create MVC web applications. Knowledgeable of the latest cutting edge development tools and procedures like Jira and Agile. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

## EMPLOYMENT HISTORY

### Customer Service Manager, Simple Canvas Prints

Altamonte Springs

Nov 2016 — Jan 2020

- Developed training program used for onboarding new employees.
- Created and maintained process documentation.
- Provide conflict resolution for call escalations.
- Ensured call center SLA's and KPI's were met.

### Load Admin, Home1st Lending

Orlando

Dec 2020 — Apr 2021

- Collected and reviewed documentation needed to clear loan conditions.
- Registered loan files with lenders and created initial disclosures to provide to borrower.
- Acted as a point of contact for borrower throughout lifecycle to create an excellent customer experience and ensure timeline was met.
- Coordinated with Real Estate Agent to schedule home appraisals and ensure deadline was met.

### Shipping / Receiving, Measutronics Corporation

Lakeland

May 2021 — Present

- Maintain current inventory count in excel to track total assets in inventory.
- Receive GPS and Sonar equipment, ensure that equipment is working properly and turns on.
- Ship completed orders, register serial numbers to activate warranties and ensure GPS and Sonar equipment is working properly.

## EDUCATION

### BS Marketing, University of South Florida

Tampa

Aug 2016