

TREVOR AQUINO

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EDUCATION

University of California, Berkeley | *Aug 2017 - May 2021*

- B.S. in Electrical Engineering and Computer Science, 4.0 / 4.0 GPA

Lynbrook High School | *Aug 2013 - Jun 2017*

- Valedictorian, 4.0 / 4.0 GPA

EXPERIENCE

EthiCAL Apparel Web Developer | *Aug 2017 - Present*

- Re-designed the business' front page and order form built on WordPress
- Added mobile-responsive functionality to various other pages

StickyFace Productions Web Developer | *Dec 2017 - Feb 2018*

- Hired as a freelance web developer to design and code the business' website from scratch
- Built with React on the frontend and utilizes Express and Node.js to process order and contact form submissions

FitBliss Front-End Web Development Intern | *Jun 2017 - Aug 2017*

- Designed and developed the main tab for the startup's web application using jQuery, knockout.js, and lightbox.js
- Utilized the FitBit API to create a way for users to sync SmartTrack activities from their FitBit
- Created mockups for an admin console and another feature of the web application with Adobe Illustrator

FitBliss Design Intern | *Jun 2016 - Aug 2016*

- Re-designed the startup's web application with Adobe Illustrator
- Worked on various tasks such as developing their mobile app, designing emails to be sent out, and helping create a video advertisement

PROJECTS

Formations | *May 2017 - Oct 2017*

- A web application that allows choreographers to easily create and share dance formations
- Uses jQuery and Fabric.js for simple 'drag-and-drop' editing and Firebase to allow for collaborative editing

Panda Bot | *Jan 2016 - July 2017*

- A Facebook Messenger Bot that uses the 'facebook-chat-api' with Node.js to organize and store action items in group chats

Project Gon | *May 2016 - Jun 2016*

- A single-player game made completely from scratch for my AP computer science final project
- Utilizes Java's object-orientation to allow new characters, maps, and enemies to be added

LEADERSHIP

Challenge Success Founding Member | *Jun 2015 - Jun 2017*

- Worked to find ways to relieve stress among students and redefine what 'success' means
- Helped plan and lead 'Release Week,' a 5-day event before finals to help students relax through activities such as puppies on campus, bounce houses, and a Zumba workshop