

TREVOR AQUINO

(408) 477-4563
trev4ev.github.io
trevoraquino@berkeley.edu

EDUCATION

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

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

SKILLS

Strong: Java, Python, React, React-native, HTML, CSS

Knowledgeable: SQL, ES6, MongoDB, Node.js, jQuery

EXPERIENCE

Codebase Contract Software Developer | *Jan 2018 - Present*

- Work with a team of 9 to build a React-native mobile app for the startup Propel(x)
- Built the entire frontend from scratch, which included a dashboard and swipe interaction
- Structured the backend to make calls to the startup's API and pass data between components

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
- Integrated Square API into internal member website to show live view of inventory

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 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

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