

José Renteria

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EDUCATION

University of Oregon | Bachelor of Science in Computer Science, Minor in Multimedia Design Class of 2024

SCHOLARSHIPS, AWARDS & CERTIFICATIONS

- UO Summit Scholar (2020-2024)
- College Reading & Learning Association - International TUTOR Training Program Certification (2022)
- Bilingual Fluency: Spanish, English
- [DucksRISE Research Fellow](#): Generative AI (2023)
- UO Olympic Weightlifting Team (2020-2024)
 - University Nationals - 2023 & 2024
 - Social Media/Brand Designer

TECHNICAL SKILLS

C#/C++/C | Python | Javascript | React | Next.js | Agile | Git | Linux | Windows | VMWare | Docker DevOps | Bash/Scripting | Google Cloud Platform | AWS | SQL | Firestore | Data Visualization | PyTorch | Kanban

EXPERIENCE

Web Developer & Digital Strategist

August 2024 - Present

The Koinonia Center | Eugene, OR (Remote)

- Define and evolve the brand identity and visual language, ensuring consistency across all touchpoints, including print, digital, social media, and website.
- Ensure that the website design, user experience (UX), and backend functionality align with brand standards and business objectives.
- Provide ongoing technical support for web hosting and development issues. Troubleshoot server, CMS, and website performance issues. Resolve any downtime incidents quickly to minimize user impact.

Full-Stack Software Engineer

June 2023 - June 2024

Connected Lane County | Eugene, OR

- Spearheaded end to end development of a mobile application. Involvement in the entire development life cycle, from ideation to unit testing and final deployment, continuous integration (CI/CD) and thorough documentation.
- Collaborating closely with cross functional teams to analyze requirements, translating them into actionable development plans and making information-driven decisions to ensure the final product meets expectations. Exercising verbal, written and visual communication skills.
- Utilized a range of programming languages, frameworks, cloud infrastructure and project management tools to develop a robust and user-friendly cross-platform application.

Supplemental Instructor of Mathematics & Computer Science

Fall 2021 - Spring 2024

University of Oregon Tutoring & Academic Engagement Center | Eugene, OR

- Lead and facilitate structured learning groups for flagship CS courses, consisting of group oriented problem solving.
- Reinforce fundamental programming concepts in Python, JavaScript and C such as (OOP) object-oriented programming, recursion, memory management, data structures and algorithms, and software testing.
- Create lesson plans with structured group activity for weekly sessions, independent from lecture.

DEVELOPMENT PROJECTS

[Financial Sentiment Analysis](#) (2024) : Python utility utilizing NLP model trained in the finance domain, using a large financial corpus and thereby fine-tuning it for financial sentiment classification.

[PySonic](#) (2024): PaaS Grid-Based Python3 code editor for BLV (Blind/Low-Vision) programmers that provides sonic feedback for accessibility and ease of use.

[Auth-Master](#) (2024): Machine-Generated Text Detection Utility Application using Bidirectional Encoder Representations from Transformers (BERT) Model.

[TegPro](#) (2023) : Cloud-Based PaaS Technical Interview Platform with modern user experience and built-in code editor and real-time audio & video conferencing.

RELEVANT COURSEWORK

- Software Engineering
- Operating Systems
- Application Development
- Programming Language Principles
- Computer & Network Security
- Data Structures & Algorithms
- Cloud Computing
- Artificial Intelligence