

# OSCAR TREJO

## SOFTWARE ENGINEER

### CONTACT

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- 📍 Los Angeles

### TECHNICAL SKILLS

**Node.js**                      **Firestore**  
**React**                        **Zbrush**  
**HTML/CSS**                 **Photoshop**  
**Bootstrap**                 **Substance**  
**Redux**                      **Premiere Pro**  
**JavaScript**                **Maya**  
**PostgreSQL**  
**Express**  
**Git**

### EDUCATION

#### Digital Crafts

#### Bootcamp Certificate

May 2022- November 2022

Study full stack web development with Javascript, React, SQL, HTML, CSS, Git, Node.js and many more skills and technologies to build a professional portfolio and pursue your career path in code.

#### Associate of Arts (A.A.) Animation, Interactive Technology, Video Graphics

#### Santa Monica College

September 2013- June 2016

The Associate degree in Animation program is a comprehensive study of the skills necessary to create 2D or 3D digital animation for the entertainment industry.

#### Associate of Arts (A.A.) Pre-Medicine/ Pre-Medical Studies

#### Santa Monica College

September 2009- June 2012

Preparing one for Provide the pre-medical student with a background on which to launch future studies in the basic medical science

### SUMMARY

- I always loved tackling puzzles and problems. Knowing when to step away and seek help or just tackle from a different perspective helps me solve problems efficiently.
- Being an artist lets me create and web development is just another extension of that skill.
- Attended Digital Crafts Bootcamp to familiarize self with the full stack development to become a software engineer.
- Took classes at Santa Monica College that focused on C and C++. Used Swift to build an app with a team of students. Introduced to Kotlin for android development.

### SOFTWARE DEVELOPMENT PORTFOLIO

**The Backlog Center** <https://the-backlog-center.web.app/> December 2022  
<https://github.com/Ozzythegrouch/theBacklogCenter#readme>

- Built the backend server to host api calls
- Deployment of site using Firebase
- Creating the login and sign up system hooked up to the PostgreSQL database
- Creating functionality to add items to the store with redux in the react app

**Nourriture** <https://ozzythegrouch.github.io/nourriture/> August 2022  
<https://github.com/Ozzythegrouch/nourriture#readme>

- Search for your next meal with this recipe finder
- Worked on the API calls for the site and jokes section.
- Created the README file for github. Made site ready for deployment.
- Oscar used javascript, HTML, css, and bootstrap to complete the responsibilities he had. The API call was one of the trickiest portions of this project. Making sure the string interpolation worked within the call was arduous.

**GameTyme** <https://ozzythegrouch.github.io/GameTyme/> October 2022  
<https://github.com/Ozzythegrouch/GameTyme#readme>

- 2-person development team creating an application that allows users to search for videos games and leave a review for the games they selected
- Built with HTML, CSS, JavaScript, BootStrap, PostgreSQL, Express.js, Node.js

### WORK EXPERIENCE

#### Department Supervisor

The Home Depot November 2020-Present

- Lead, train, coach and develop associates in each department to ensure customers receive excellent service
- Provide valuable input into operational and merchandising decisions to the Store Management Team and Operations Team.
- Strong product and operational knowledge.

#### Assistant Deli Manager

Ralphs Grocery Company February 2019- May 2020

- Manage daily activities of employees to improve sales performance.
- Manage product storage, maintenance and rotation activities to avoid any damages or spoilages. Assist in preparation of inventory and sales budgets.
- Analyze profit and loss statements and recommend improvements to meet department goals.
- Schedule and assign works for associates on a daily basis.
- Provide training to staff on company policies and sales guidelines. Respond to queries and complaints from both customer and employee.

#### Freelance Character Artist

Self Oct 2017- Present

- Hard Surface and Organic Modeling using Maya and ZBrush
- Photoshop and Keyshot for Rendering, Retopology, UVS
- Texturing ,Substance Painter , Marvelous Designer
- 3D Printing