

# Trey DeaBueno

trey.deabueno@gmail.com • LinkedIn: trey-deabueno • GitHub: TreyRuffy

## SUMMARY

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Graduating senior in Computer Science with a strong foundation in software and web development, proficient in Java, TypeScript, and Python. Experienced in Agile and Scrum methodologies, seeking a full-time software engineering role to collaborate on innovative projects.

## TECHNICAL SKILLS

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**Programming (Proficient):** Java, Python, TypeScript, Kotlin, Full-Stack Development, Nuxt (Vue.js)

**Web & Mobile Development:** Angular, SQL, Jetpack Compose (Android), Tailwind CSS

**Build & Automation Tools:** AWS, Google Cloud, Docker, Apache Maven, Gradle, GitHub CI/CD

**Collaboration & Methodologies:** Git Version Control, Agile, Scrum, Teamwork, Problem Solving

**Research:** Software Development Life Cycle, Data Analysis, Accessible Design

## EDUCATION

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**University of Colorado Colorado Springs (UCCS)** • Graduating: May 2025

Bachelor of Innovation™ in Computer Science, ABET Accreditation

Cross-Discipline Core in Business

Cumulative GPA – 3.80 • Scholarships: Bluestaq, COSI Engineering, Cybersecurity

**Certifications:** CompTIA Security+ (Expires: 09/2027)

## RELEVANT WORK EXPERIENCE

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**UCCS Digital Humanities Center** – Student Intern • November 2023 – Present

Developed a WordPress site featuring an accessible design, which helped secure multiple grants.

**Bluestaq** – Software Engineering Intern – *Colorado Springs, CO* • Summers of 2023 & 2024

Collaborated with a group of software engineers to finish a year-long project for gathering file metadata.

- Created multiple Angular (TypeScript) webpages to better inform end-users on account information
- Created comprehensive benchmarks and tests with Java, Python, and Docker, deployed to AWS
- Implemented the Software Development Life Cycle based on Agile and Scrum methodologies
- Analyzed the cost for all services and created an Excel report to inform users of service expenses

## RELEVANT PROJECT EXPERIENCE

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**Game Mod Developer** – Personal Project • February 2021 – Present

Sole maintainer of a modification for the game “Minecraft” that improves debug menu clarity.

- Updated an existing game mechanic to allow customization in an open-source GitHub project
- Programmed using Java, Kotlin, Gradle, and GitHub CI/CD, the mod has over 40 million downloads

**Team Project** – Coursework / Personal Project • January 2024 – Present

Designed an accessible mobile-first, web trivia game with real-time multiplayer in a team of three.

- Created a full-stack socket application with a Nuxt and Tailwind CSS frontend and TypeScript server

**Innovation Team Project** – Sponsor: UCCS Digital Humanities Center • January – May 2023

Researched cross-platform app development to create a prototype mobile app in a team of six.

- Developed an Android app using Jetpack Compose that connects to a Google Cloud SQL database
- Presented strategies to continue development based on completed wireframing and user feedback

**Innovation Team Project** – Sponsor: UCCS Office of Sustainability • September – December 2022

Created an electric vehicle support plan for UCCS, successfully enhancing campus sustainability efforts.

## WORK EXPERIENCE

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**McDonald's** – Manager – *Colorado Springs, CO* • December 2021 – May 2023

Supervised 20 employees while maintaining quality standards and ensuring customer satisfaction.

- Responsible for planning shifts, money management, and safety of all employees
- Coached new hires, emphasizing problem solving and teamwork in time-sensitive tasks