

# Gerardo Antonio Trevino

## Fullstack Software Engineer

Fullstack Engineer with extensive experience in web development, specializing in building scalable software and user-focused applications. Experienced in collaborating with cross-functional teams to deliver high-quality, scalable software.

+52-81-80921276 · [gantoniot.dev@gmail.com](mailto:gantoniot.dev@gmail.com) · [www.linkedin.com/in/tony-trecan](http://www.linkedin.com/in/tony-trecan)

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### EXPERIENCE

#### Software Engineer II

Concentrix Catalyst · Apr 2024 - Oct 2025

- Developed a loyalty and gamification program to increase user engagement time within the store. **Built using CSS, JavaScript, SCSS, and jQuery.**
- Developed and maintained various features for a 3D home décor application, performing complex calculations to render 3D objects and deliver a personalized customer experience. **Built using React, TypeScript, Babylon.js, XML, SCSS, and Blender.**

#### Fullstack Engineer II

Onephase · Jun 2021 - Oct 2023

- Developed an interactive 3D website for a crypto investment center, collaborating directly with the client's design team. **Built using React, TypeScript, Three.js, and CSS.**
- Developed multimedia experiences such as video games and interactive 3D environments for an educational museum. **Built using Unity, C#, and Blender.**
- Assisted in the development of a set of microservices to register and list products for a commercial store serving all of Latin America. **Built using React, TypeScript, NestJS, Redux, SQL, MongoDB, PHP, and Chakra UI.**
- Developed an application to manage human resources data for a last-mile company, including human capital, payroll, and billing. **Built using React, TypeScript, MongoDB, Express, and Material UI.**
- Developed an application for large-scale investments with features such as benefits, exclusive sections for premium users, and billing processes. **Built using Next.js, TypeScript, MongoDB, and Material UI.**
- Assisted in the development of an application for renting parking spaces, serving large companies across North America. **Built using Next.js, TypeScript, MongoDB, PostgreSQL, SQL, Redux, and Tailwind CSS.**

#### Junior Software Engineer

ARClick · Feb 2020 - Jun 2021

- Developed a web-based environment to render personalized augmented reality experiences for various clients, ranging from simple experiences to interactive ones designed for real-time gamification. **Built using JavaScript, jQuery, PHP, CSS, A-Frame, and Blender.**

### EDUCATION

#### Bachelor of Science (IT)

UANL

2019

### SOFT SKILLS

- Problem-solving mindset
- Collaboration and teamwork
- Adaptability
- Attention to detail
- Ownership and accountability
- Continuous learning

### MAIN FRAMEWORKS

- React
- NextJS
- NestJS
- Express
- .NET

### MAIN CODING LANGUAGES

- Javascript
- Typescript
- C#
- Dart
- SQL

### OTHER TECHNOLOGIES

- AWS
- Firebase Cloud
- Blender
- Unity3D
- Claude Code

### LANGUAGES

- Spanish (Native)
  - English (Advanced)
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