

Tevin Campbell

Frontend software engineer with a focus on building beautiful, and accessible web products

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[GitHub: github.com/troyzhenny](https://github.com/troyzhenny)

[Portfolio: http://tevintc.xyz](http://tevintc.xyz)

Relevant Experience

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Frontend Engineer Volunteer • **PBRP** Fall 2023 - 2024

- Collaborated with designers and backend developers to create ui concepts and transform them into refined experiences.
- Build and implement user interfaces into GTA V for new and custom experiences for players.
- Optimize gamemode and UIs for maximum speed and scalability.
- Create user interfaces, and experiences using vue, and react.

Frontend Developer • **Chingu** November 2024 - Dec 2024

- Developed and styled a solar appointment schedule and dashboard for Solarite, using React, Tailwind, and Supabase
- Built a resident portal to allow residents to view, create, and cancel services and appointments.
- Contributed extensively to the creation of the solarite landing page.
- Practiced agile methodologies, and development.

Programming Languages

JavaScript, C++, HTML, CSS, SCSS

Libraries & Frameworks

React, Vue, Tailwind

Tools & Platforms

Git, GitHub, GitLab, Netlify, Vercel, Figma, Affinity Designer

Selected Projects

Solarite

An appointment scheduler I built on a team of 4 practicing agile methodologies at Chingu. This app was built for Solarite to offer solar services to residents of LA, with admin features such as appointing employees to selected client appointments, with optimized GPS routes to those appointments.

Me365 E-commerce

An e-commerce solution created with Nextjs, tailwind, and supabase. This app features a clean sleek design, capturing the look and feel the ME365 team wanted to portray.

DevFolio

My Dev portfolio, created with React, CSS, and Framer motion. I learned a lot building this project and it is the cornerstone of how I started out with React.

Windows 11 Clone

Recreation of my desktop Home Screen featuring a game playable from the app, among other fun things.

Interests.

Web, and Game Development, Currently learning C++