

Tobias Smedes

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EDUCATION

Seattle Pacific University

Bachelor of Science in Computer Science

Seattle, WA

Sep. 2023 – June 2025

- 3.8 GPA
- Dean's List, SPU Developers, Wind Ensemble
- Relevant coursework includes Data Structures, Applications, Systems Design, Databases, Programming Languages, Software Engineering, Algorithm Design, Computer Networks, and Operating Systems

Green River Community College

Associate's in Computer Science

Auburn, WA

Sep. 2021 – Jun. 2023

- 3.75 GPA

EXPERIENCE

Freelance Web Developer

Self-Employed

Oct. 2024 – Present

- Design and develop responsive, user-friendly websites, tailored to the client's specifications and business goals
- Implement dynamic features, including state management with React Hooks and optimize component reusability
- Provided client training for content management and ongoing technical support to ensure seamless operations

Software Engineering Intern

Teidore

June – Sep. 2024

Remote

- Worked with team members to redesign the site's landing page using Three.js, increasing user retention
- Developed python scripts to crawl and scrape data from various retailers, increasing data efficiency by over 100%
- Developed software solutions using object-oriented programming languages and frameworks
- Participated in an Agile Scrum development teams to produce and maintain high-quality software and participated in code reviews

PROJECTS

CapSource | *React, TypeScript, Vite, Tailwind, AWS, Git*

October 2024 – Present

- Working in an Agile Scrum team to engineer software
- Developing a browser extension for crowdsourcing closed captioning corrections

Grocery Unit | *React, JavaScript, Vite, Tailwind, Supabase, Git*

September 2024 – Present

- Developed a web application with React and Supabase that tracks and compares items from different retail stores and orders them by their unit price
- Gathered user feedback and created user stories to further develop product functionality

TheoNotes | *React Native, TypeScript, Expo, Supabase, Git*

July 2024 – September 2024

- Developed a mobile application with React Native and Supabase that stores bible scriptures in organized categories

Ultimate TicTacToe | *React Native, TypeScript, Expo, Supabase, Git*

July 2024 – September 2024

- Developed a mobile game to play TicTacToe using React Native and Supabase
- Implemented an account system with Supabase Auth to authorize users for online gameplay

TECHNICAL SKILLS

Languages: Java, Python, C++, SQL, JavaScript, TypeScript, HTML/CSS

Frameworks & Libraries: React, Node.js, React Native, Tailwind CSS, Three.js, Qt, Next.js

Developer Tools: Git, Docker, VS Code, IntelliJ, CLion, Eclipse, Vite, Firebase, Supabase, Jira, Confluence