Tobias Smedes

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EDUCATION

Seattle Pacific University

Seattle, WA

Bachelor of Science in Computer Science

Sep. 2023 - June 2025

- 3.83 GPA
- Dean's List, SPU Developers, Merit Scholarship, SPU Success Award, Wind Ensemble
- Relevant coursework includes Data Structures, Applications, Systems Design, Netcentric Computing, Database Management, Concepts of Programming Languages, Software Engineering, Algorithm Design and Analysis, Computer Networks, and Operating Systems

Green River Community College

Auburn, WA

Associate's in Computer Science

Sep. 2021 - Jun. 2023

• 3.75 GPA

EXPERIENCE

Software Engineering Intern

June 2025 – August 2025

Indianapolis, IN

Liberty Mutual

• Starting June 2025

Software Engineering Intern

June – Sep. 2024

Remote

- Redesigned site landing page using Three.js, boosting user retention
- Built Python web scrapers, increasing data efficiency by over 100%
- Developed software solutions using object-oriented programming languages and frameworks
- Collaborated in Agile Scrum teams to produce high-quality software and participated in peer code reviews

PROJECTS

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CapSource | AWS, React, TypeScript, Tailwind CSS

October 2024 – June 2025

- Developed a cloud-native serverless API using AWS API Gateway, Lambda, DynamoDB, and Cognito
- Maintained infrastructure-as-code (IaC) with AWS CDK in TypeScript, ensuring consistency across environments
- Orchestrated infra deployment with GitHub Actions, including synthesizing CloudFormation and deploying stacks
- Designed API specifications in OpenAPI (Swagger) format for clear and standardized endpoint documentation

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 develop product functionality further

 ${\bf Theo Notes} \mid \textit{React Native, TypeScript, Expo, Supabase, Git}$

July 2024 – September 2024

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

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

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

Developer Tools: Git, GitHub Actions, Docker, Postman, Swagger, Vite, Firebase, Supabase, Jira