Theo Skille

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EDUCATION

University of California, Santa Cruz   **Santa Cruz, CA**
B.S. in Computer Science   Sep 2018 - Mar 2023
- Relevant Courses: Algorithm Analysis, Machine Learning, Computer Networking, Software Engineering, Web Applications

SKILLS

Programming: Java, Python, Javascript, C, C++   **Frameworks:** React.js, Web3.js, Node.js, TensorFlow
Database: PostgreSQL, Firebase   **Other:** Git, Docker, Scrum/agile methodology

EXPERIENCE

Front-End Developer   **Remote**
CatNip.world   *website-link*   May 2021- Sept 2021
- Took on a lead role in the development and implementation of new software features.
- Successfully secured funding from investors by creating a landing page to serve as a demo
- Interfaced **React** application with **solidity** smart contracts using **Web3.js**, allowing consumers to interact with their assets
- Communicated project updates and technical information effectively to stakeholders, including executives, designers, and engineers.

Software Engineer Internship   **Remote**
Baily Banking & Loans   *website-link*   Dec 2020- Apr 2021
- Expanded **Defi crypto** ecosystem by implementing experimental features increasing app interaction among shareholders
- Enabled lead developers by taking on experimental features ultimately increasing team productivity
- Gave insight and project updates to members of the community

PERSONAL PROJECTS

Social Media website
- Full stack web application built using **React**, **Node.js**, and **Firebase**
- Uses OAuth and firebase to allow users to sign in using google, or other miscellaneous OAuth authentication accounts
- Uses firebase real-time data stores to serve **Express.js** api

Neural Network for Handwritten Digit Recognition
- Neural Network implementation built using **Python** and the **TensorFlow** library
- Implemented KNN, Multinomial Linear Regression, and CNN. Achieved 98% prediction accuracy on Kaggle

Online Card Battler
- Online card battle video game I'm building in public. This project will be deployed after I finish gathering the game art assets
- Created a custom **Node.js** server with a custom api and application-layer protocol to interact with the Gamemaker client.
- Players can build their own decks and choose to battle between a variety of different pre-designed characters

Sort Algorithm Visualizer
- Sort algorithm visualizer built using **Java** that is used as a teaching tool
- Visualizes 6 different sorting algorithms by representing values as bars and rotating them as the algorithm runs

SCHOOL PROJECTS

HTTP Server
- **Multithreaded** HTTP server built in **C**
- The implementation uses **UNIX** system calls and sockets

Network Firewall
- Network firewall built in **Python** using the POX OpenFlow controller