

# Peyton Smith

19peytonsmith.github.io

❖ 19peytonsmith@gmail.com ❖ 850-370-0904 ❖ Tallahassee, FL

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- Enthusiastic and adaptable young professional with a passion for software development, seeking to apply education and hands-on work experience to contribute to the success of a high-performing organization. Proven ability in goal-setting, team leadership, and fostering continuous improvement for team success.

## SKILLS

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- **Hard Skills:** Ruby on Rails, Programming Languages (Ruby, Python, C#, C++, Swift), Unit Testing, DevOps – CI/CD (Docker, GHA), Databases (SQL, Firebase), Scripting (Bash), Git Version Control, Agile, APIs.
- **Soft Skills:** Adaptability, problem solving, communication, attention to detail, time management, organization.

## WORK EXPERIENCE

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### Software Engineering Intern

August – December 2023

Wayhome Services Co

Remote

- Overhauled rental listing and applications process incorporating new mobile responsive designs, rental screenings via 3<sup>rd</sup> party API, geolocation search, managed state machines of objects, and fixed over 150 bugs.
- Migrated from local to S3 storage to facilitate scalability, implemented a GitHub Actions-based CI/CD system with diverse workflows for efficient build and deploy processes.
- Upgraded application from Rails 6 to 7 and seamlessly integrated Rspec and Cypress testing to ensure critical features do not break, improving operational efficiency by over 50%.
- Collaborated with a cross-functional team to address technical issues and responsible for the implementation of significant UX overhauls across the entire application, resulting in a 30% increase in user satisfaction.
- **Technologies Used:** Ruby on Rails, Docker, GHA, Rspec, Cypress, SQL, Redis, Bootstrap, CSS, HTML, JS.

## EDUCATION

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### Florida State University – 3.92 GPA

August 2019 - May 2023

Bachelor of Science – Computer Engineering

Tallahassee, FL

- Magna Cum Laude, 8x President's List, 2x Dean's List
- **Notable Coursework:** Swift mobile & C# full-stack app development, Data structures & object-oriented C++, SQL Databases, Computer architecture, UNIX systems, MATLAB/Python development.

## PROJECTS

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### RubyGem Tazworks API Wrapper

- Engineered a comprehensive RubyGem API wrapper for an external service - Tazworks API, with over 30 easily interfaceable methods and classes used within the rental application flow @ Wayhome made to screen tenants and property partners.

### Senior Design Project – Mouthpiece

- Developed a year-long iOS full-stack application aimed towards athletics with three other CpE students.
- Used to share pictures, videos, and provide geolocation functionality for those within the sports community.

### C# Full-stack Application – eCommerce

- Produced a C# 2-sided admin/customer eCommerce application with a file system-based database and a working web API to query data used to perform CRUD operations on products within the database.

### SQL Database – Multiplayer Game Architecture

- Leveraged mySQL to plot entities associated to the game including user, match, score, and tournament data.
- Optimized and developed SQL scripts and queries to yield data from various levels of the database architecture.