Peyton Smith

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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.

WORK EXPERIENCE

Software Engineering Intern   **August – December 2023**

Wayhome Services Co   *Austin, TX*

- Developed many features including mobile responsiveness, server migration, and fixed over 150 bugs all throughout the application. Used AASM Ruby State Machines to manage internal states within objects.
- Built S3 storage buckets with MinIO to facilitate scalability, employed several GHA workflows that automate the process of the build & release of the product, and seamlessly integrated unit tests using RSpec for the back-end & Cypress for the front-end to improve operational efficiency by over 50%.
- Engineered a comprehensive RubyGem API wrapper with over 30 easily interfaceable methods and classes for an external service used within the app, Tazworks API, made to screen tenants and property partners.
- 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.
- **Skills** – Ruby on Rails, Docker, GHA, Unit Tests, RESTful APIs, Kanban, Git, Bash, JavaScript, HTML, SCSS.

EDUCATION

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 full-stack mobile app development, C# full-stack app development, Data structures & object-oriented C++, SQL Databases, Computer architecture, UNIX systems, MATLAB/Python development

PROJECTS

Senior Design Project – Mouthpiece

- Engineered 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.
- **Technologies Used** – Apple's Xcode & Swift, Google's Firebase & Maps/Places API, Figma front-end design.

Zillow Guessing Gaming – Personal Project

- Created an on-going personal web-app project using Python and web-scraping technologies on the back-end.
- Designed a user-friendly interface that fetches a random Zillow listing and prompts the user to guess the price.
- **Technologies Used** – Python, Flask, BeautifulSoup, pandas, HTML, JS, JQuery, CSS, Git.

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.

SKILLS

- C#/.NET, Python, Ruby on Rails, Agile, Git, APIs, Docker, Bash, C++, Swift, Firebase, SQL, HTML, CSS, JS