

Thomas Pearson

Portfolio ✉ pearson.e.thomas@gmail.com 🌐 TPearson707

Education

Salisbury University

Sept 2022 – May 2026

Bachelor of Science in Computer Science - Software Engineering track

- GPA: 3.0/4.0
- **Coursework:**, Data Structures/Algorithms, OO Design Patterns and GUI/Event-Driven Programming, Calculus I/II, Linear Algebra

Experience

App Development Intern

Laurel, DE

Delmarva Digital

May 2025 – Present

- Practicing implementation of legacy client site features using Angular and ColdFusion.
- Rebuilding frontend modules and integrating with ColdFusion services on the internal dev server.
- Gaining experience with production workflows through hands-on internal dev exercises.

Laboratory Assistant, Computer Science I & II

Salisbury, MD

Salisbury University

Aug 2023 – May 2024

- Supported students across C++ fundamentals and advanced topics including conditionals, loops, classes, recursion, and data structures (linked lists, stacks, queues, trees).
- Led lab sessions and hosted office hours to reinforce classroom learning and assist with debugging and problem-solving.

Projects

Fin-Lytics

Current

- Led full-stack development for a budgeting and stock-tracking platform using FastAPI, React, and SQLAlchemy.
- Built backend authentication, user settings, and API routes; integrated frontend via Axios and CORS.
- Created a local MySQL test environment for smoother dev/debug cycles and resolved auth routing bugs through logic refactors and direct SQL queries.
- FastAPI, React, Axios, JWT, AWS, SQLAlchemy, MySQL

Nordic Cal

May 2025

- Built an Android nutrition tracking app with Firebase Auth, real-time database, and FoodData Central API integration.
- Enabled structured meal logging with macro and micronutrient tracking per user.
- Designed wireframes to plan UI flows; added email verification and password reset features.
- Firebase, Java, Android Studio

Battleship

March 2025

- Developed a Battleship game using MVC architecture, leveraging Java Swing and AWT for the GUI.
- Implemented the Singleton pattern for model management and the Observer pattern to synchronize game state updates between the front and back end without modifying existing classes.
- Integrated multi-threading and socket programming to enable peer-to-peer gameplay over WiFi.
- Java, Swing, AWT, Multi-threading, Sockets

Technical Skills

Languages: C++, C, Java, Python, JavaScript, SQL

Technologies: Angular, AWT, Git, GitHub, Virtual Machines, Linux, React, FastAPI, Java Swing, SQLAlchemy