

# Tom Arad

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## Education:

**Bachelor of Science in Computer Science & Minor in Mathematics; GPA: 3.7**  
Washington State University, Pullman WA

May 2023

## Skills:

**Languages:** Python, C, C++, HTML, CSS, SQL

**Frameworks:** React, Flask, Flutter, Next.js

**Tools:** Windows, Linux, Visual Studio Code, VirtualBox, GitHub, WordPress, PGAdmin, BigQuery, Supabase

## Experience:

### WordPress Developer at SnoValley Innovation Center

(Oct 2022 – July 2023)

- Scaled the SnovalleyJobs.com website for an increasing number of users
- Automated data entry and processing using the WordPress toolset plugin (database design and management)
- Designed front end elements with wordpress editor

### Full Stack Developer at Granger Cobb Institute (Capstone)

(Sep 2022 – May 2023)

- Created visual widgets in Flutter such as the home page feed
- Leveraged google maps api to create a widget which displays locations of users around the world
- Conduct unit and widget testing for the CI/CD flow (GitHub)
- Created application demos and directly communicated with clients

### Contingency Zero

(December 2024 - Present)

- Helped design front page and website themes using Wordpress and Elementor
- Designed storage structure for folders and items
- Conducted app testing

## Projects:

### One Piece Voting Website (Next.js, Supabase, Python, Javascript, Tailwind CSS)

(Apr 2025 - Current)

- Leveraged python scripts to extract character data from the wiki pages
- Created tables, fields, and functions in Supabase to store data and run cron jobs
- Implemented Front End design using Tailwind CSS and React components
- Website gets over 200 monthly visits from different users

### Pokémon Image Classifier (Python, tensorflow, SKLearn)

- Designed and implemented a convolutional neural network using TensorFlow/Keras to classify 1,212 Pokémon images into four categories (Charmander, Squirtle, Pikachu, Bulbasaur).
- Preprocessed the dataset with OpenCV by resizing to 100×100 pixels, normalizing pixel values, and converting color formats for consistent input
- Trained and optimized the model with early stopping in TensorFlow, achieving 91% accuracy.
- Visualized sample classifications with Matplotlib to demonstrate model capabilities and errors.

### Valheim Custom Skill Loss Mod (C#, BepInEx, Harmony, Unity API)

(Oct 2025)

- Developed a configurable Valheim mod allowing players to customize skill loss percentages for **24 different skills** on player death.
- Implemented configuration management using BepInEx ConfigEntry bindings, enabling real-time adjustments without restarting the game.
- Utilized Unity's logging and messaging APIs to provide in-game feedback for skill changes.
- 40 Active users on the first day of the mod release

## Other: Winner of ACM Palouse code off competition

(Apr 2023)

## Certifications: [Juniper Networks Associate Certification](#)

(Dec 2022)

**Relevant Coursework:** Systems Programming C/C++, Computer Architecture, Advanced Data Structures, Discrete Structures, Linear Algebra, Calculus I/II, Software Engineering Principles, Introduction to Machine Learning, Data Mining, Data Science, Statistics, Computer Networks, Web Development, Databases.

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