

Tom Arad

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EDUCATION

Washington State University

Bachelor of Science in Computer Science, Minor in Mathematics; GPA: 3.7

Pullman, WA

May 2023

TECHNICAL SKILLS

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

Frameworks: React, Next.js, Flutter, Flask

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

EXPERIENCE

WordPress Developer

Oct 2022 – Jul 2023

SnoValley Innovation Center

Remote

- Redesigned the job posting workflow, simplifying submissions for 500+ users.
- Replaced 300+ job postings by exporting **wp_posts** data and extracting info via regex scripts.
- Built custom job-posting forms with WPForms, saving several days of manual work per posting.
- Standardized front-end templates using WordPress Toolset for consistent presentation.

Full Stack Developer (Capstone)

Sep 2022 – May 2023

Granger Cobb Institute

Pullman, WA

- Engineered reusable Flutter UI components, enhancing home page feed functionality.
- Integrated Google Maps API using the google maps flutter package to visualize user locations worldwide.
- Implemented CI/CD with GitHub Actions, ensuring code quality via unit and widget tests.

PROJECTS

One Piece Voting Website | Next.js, Supabase, Python, JavaScript, Tailwind CSS

Apr 2025 – Present

- Scraped structured data on 2,000+ characters using Python Requests + BeautifulSoup.
- Automated inactive account cleanup with Supabase cron jobs, removing obsolete entries and saving storage space.
- Built responsive UI with Tailwind CSS and reusable React components for smooth UX.
- Integrated Google Analytics to track engagement, reaching 600+ monthly users.

Pokémon Image Classifier | Python, TensorFlow, scikit-learn, OpenCV

- Designed a CNN with TensorFlow/Keras to classify 1,212 images into 4 categories (91% accuracy).
- Preprocessed datasets with OpenCV for consistent input.
- Applied early stopping and hyperparameter tuning to improve efficiency.
- Visualized results with Matplotlib to highlight results.

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

Oct 2025

- Engineered a configurable Valheim mod to adjust skill loss percentages for 24 skills.
- Implemented runtime configuration with BepInEx ConfigEntry for real-time adjustments.
- Used Unity logging + messaging APIs to provide in-game feedback.
- Released mod adopted by 200+ active players, demonstrating community-driven software delivery.

Personal Portfolio (Next.js + Tailwind CSS)

Jul 2025 – Present

- Building a portfolio using Next.js and Tailwind CSS.
- Optimized for SEO and performance by using static site generation and image optimization.

ACHIEVEMENTS & CERTIFICATIONS

Palouse Code Off | 1st Place

Apr 2023

Juniper Networks Associate Certification

Dec 2022

Foundational C# with Microsoft Certification

Aug 2025