



Peyton Smith

Software Developer

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🌐 <https://peytonsmith.dev>

Profiles

🐙 [peytonbrsmith](#) [in](#) [peytonbrsmith](#)

Summary

I am passionate about learning and contributing to the ongoing growth of the technology industry by creating innovative tools that not only enhance our daily lives but also provide engaging and enjoyable experiences.

Skills

Fullstack .NET Development, C#, Visual Studio, Azure Data Studio, Xamarin, Xamarin.iOS, Xamarin.Android, Xamarin.Forms, .NET MAUI, React Native, Expo, UNO Platform, Xcode, Apple Developer, App Store Connect, Windows App SDK, Microsoft AppCenter, Git, GitHub, Azure, Azure DevOps, Azure Pipelines, Python, TypeScript, JavaScript, SQL, MySQL, MSSQL, HTML, CSS

Certifications

Full Stack Software Engineering

Holberton School

Augmented & Virtual Reality

Holberton School

Publications

Windle

🌐 [Microsoft Store](#)

A recreation of the game Wordle™, built in XAML, C#, and Fluent Design using the Universal Windows Platform.

Experience

Falkon Technologies

Software Developer

🌐 <https://falkon.net>

May 2022 – Jan 2025

McKinney, TX (Remote)

Developed and maintained new and existing mobile applications and web services across various industries such as medical, insurance, and design.

- Worked with MSSQL servers and databases. Wrote stored procedures and built REST APIs and CRUD services with ASP.NET.
- Utilized multiple frameworks to build cross-platform mobile apps:
 - Xamarin.Forms, .NET MAUI, React Native, and Expo.
- Integrated mobile applications with platform libraries and APIs such as:
 - Google Fit / HealthConnect, Apple HealthKit, Apple SensorKit (Research and Study Data Collection), Push Notifications, Location Services, In-App Billing/Purchases, Analytics Services (Firebase, AppCenter)
- Managed App Publishing and Testing/QA distribution for Android and iOS.
 - Google Play Store / Internal Testing
 - Apple App Store / TestFlight

Holberton Tulsa Software Engineering School

June 2021 - May 2022

Student Tutor

Tulsa, OK

Tutoring a body of ~100 students on the principles of Computer Science, Full Stack Software Engineering, AR/VR/XR technologies, Game Development and programming languages such as C#, python, C, HTML, CSS, and javascript.

Education

Holberton School (now Atlas School)

September 2020 - May 2022

Full Stack Software Engineering

Full Time Vocational School

🌐 <https://www.atlasschool.com>

Studied and practiced Computer Science, Full Stack Software Engineering, AR/VR/XR technologies, & Game Development using: C#, python, C, HTML, CSS, js, Unity

Booker T. Washington High School

August 2016 - May 2020

International Baccalaureate Program

Tulsa, OK

3.95 GPA