Tate Larkin

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Developer with a passion for Full Stack Web and Mobile Development, Machine Learning, and Data Science. Driven to succeed, learn new skills and contribute to organizational success.

Education

UNIVERSITY OF UTAH   Salt Lake City, UT
Computer Science. GPA: 3.8/4   Expected 2026
Relevant Coursework: Software Development I & II, Computer Organization, Algorithms, Multivariable Calculus, Linear Algebra, Discrete Math

Relevant Experience

UNIVERSITY OF UTAH   Salt Lake City, UT
Teaching Assistant   August 2024 - Present
Held weekly office hours for CS 3810 (Computer Organization), assisting students with coursework and exam prep. Graded assignments and exams with consistent accuracy and responded to student queries within 24 hours via email and online forums. Collaborated with instructors and TAs through weekly meetings and messaging for streamlined course management.

BITBLINK SOLUTIONS   Salt Lake City, UT
Founder / CEO   July 2023 - Present
Spearheaded the development of a customer engagement and membership app, along with an admin portal for Dirty Dog's Car Wash, an Atlanta-based private equity-backed company. Utilized Agile methodologies and strong client communication, employed Expo and React Native for broad compatibility, and implemented advanced encryption for data security.

FRESH CONSULTING   Seattle, WA
Software Development Contractor   June 2022 - January 2023
Developed a Chrome Extension with Fresh Consulting's CTO to manage and parse 3600+ emails with SaaS subscriptions across 90+ sites, reducing costs and boosting compliance. Utilized Firebase for data storage, OAuth 2.0 for authentication, and integrated with Google Workspace. Managed development with Bitbucket Pipelines, ESLint, and Jasmine.

Technical Skills & Projects

Programming: Python, Java, C#, C++, Typescript, HTML, CSS.
Data Science: Tensorflow, Keras, Scikit Learn, Numpy, Pandas, Matplotlib
Database: Firebase RTD, Firestore
Web Development: React, Node, Express, Flask, Chrome Extension API
Mobile Development: React Native, Expo, MobX

CS 3550 Final Project
Worked in a Scrum team of 6 and then solo to develop an educational app teaching digital circuit design basics. Used C++ and Qt to create an intuitive event driven architecture for efficient circuit simulation. Used Agile, Scrum, and Kanban methods for the software.