

Theodore Barzyk

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EDUCATION

University of North Carolina at Chapel Hill Chapel Hill, NC <i>B.S. in Computer Science, B.A. in Philosophy, Minor in Music / GPA: 3.96</i>	May 2028
• Study Abroad: Studied Technology, Ethics, and Culture in Stockholm, Sweden	May - June 2025

TECHNICAL SKILLS

Languages: Swift, Python, Java, JavaScript/TypeScript, C, C#

Frameworks: SwiftUI, Firebase, React, Next.js, Node.js, FastAPI, Flutter

Tools & Databases: PostgreSQL, MongoDB, Firestore, Git/GitHub, Docker, Linux, REST APIs, GitHub Actions

EXPERIENCE

CS + Social Good Chapel Hill, NC – Developer, CancerLINC	Sept. 2025 – Present
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- Designing database schemas and implementing Flutter UI for a multi-role platform for a cancer nonprofit providing legal/financial assistance to over 700 patients.
- Developing secure messaging and request-tracking features with role-based access and Firebase security rules.
- Collaborating in Agile sprints to map end-to-end user flows across patients, volunteers, and staff.
- Contributing to accessibility-focused UI decisions for elderly users handling sensitive medical/legal information.

App Team Carolina Chapel Hill, NC – iOS Developer, PORCH	Aug. 2025 – Present
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- Developing and maintaining SwiftUI/Firebase iOS app supporting food donation logistics (10k+ lbs/month).
- Implementing MVVM-based views, real-time Firestore listeners, batched writes, and input validation.
- Performing code reviews for teammates, ensuring clean architecture, consistent state management, and safe Firestore reads/writes.
- Debugging and resolving merge conflicts and shared-branch issues in a multi-developer environment.

PROJECTS

Band Manager Personal Project	Oct. 2025
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- Built full-stack platform for managing bands using Next.js (TypeScript), FastAPI (Python), and PostgreSQL.
- Implemented Supabase authentication, role-based access, and RESTful APIs with SQLAlchemy.
- Deployed via GitHub Actions CI/CD on DigitalOcean with Nginx and SSL, ensuring scalable performance.

TapIn HackNC 2025	Oct. 2025
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- Led a 4-person team to build a SwiftUI iOS app in 24 hours connecting students to live campus events.
- Implemented MVVM architecture with real-time Firebase updates to track event interest and trending activity.
- Integrated MapKit and CoreLocation for event pinning, navigation, and .edu-restricted authentication.

Trailbook App Team Carolina	Apr. 2025
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- Developed full-stack SwiftUI iOS application for trip journaling using CoreLocation and the OpenWeather API.
- Built with MVVM architecture and Firebase Firestore for real-time backend storage and user authentication.

Reading List App Team Carolina	Dec. 2024
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- Developed a full-stack reading list app with a SwiftUI iOS frontend and Node.js/Express/MongoDB backend.
- Added JWT auth, OpenLibrary API book search, list creation; tested RESTful API endpoints for CRUD operations.

Tower Rescue Game Dev Project	Nov. 2024
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- Led team to create Unity/C# arcade platformer with procedural levels, audio FX; won Fall 2024 Game Jam.

ReadyNow HackNC 2024	Nov. 2024
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- Led team to develop a hurricane-readiness React app with live storm tracking, Esri radar and news APIs, emergency checklists, and printable PDF plans. Mentored teammates in JavaScript, Git, and React.