

Theodore Barzyk

(919) 519-0900 | tctbarzyk@gmail.com | tctbarzyk.dev | [GitHub](#) | [LinkedIn](#)

EDUCATION

University of North Carolina at Chapel Hill | Chapel Hill, NC

May 2028

B.S. in Computer Science, B.A. in Philosophy, Minor in Music | GPA: 3.96

- **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

- 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

- 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

- 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

- 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

- 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

- 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

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

ReadyNow | HackNC 2024

Nov. 2024

- 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.