RICK SMITH

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CAREER OBJECTIVE

Tech-savvy professional with a background in client services and a flair for technology. Proven success in managing client relationships and delivering high-level service, highlighted by multiple awards at E*TRADE. Actively pursuing a computer science degree to further elevate technical skills and contribute to innovative projects.

TECHNICAL SKILLS

Languages	C# | Java | Python | HTML5 | CSS3
Frameworks & CMSs	Flutter | Firebase | MySQL
Tools & Utilities	Git | SQL | Unity
Methodologies	Object Oriented Programming | Agile | Scrum
Specialization	Frontend Web Development

EDUCATION & CERTIFICATIONS

Weber State University | Ogden, UT   Sep 2021 - Present

- Candidate for Bachelor of Science in Computer Science   *Expected Graduation Date:* Jun 2026
- Certificate of Proficiency in Programming Languages   Apr 2023

PROFESSIONAL EXPERIENCE

Coding Minds | *Instructor* | Salt Lake City, Utah   Jan 2024 - Present

- Guided students in the development of software projects, providing hands-on mentorship throughout the entire coding process.
- Delivered comprehensive education on coding fundamentals, ensuring students gained a solid understanding of core concepts.

Pixel Tapestry, LLC | *Self-Employed Web Developer* | Salt Lake City, Utah   Sep 2022 - Present

- Delivering tailored web solutions to meet client needs and enhance online presence.
- Managing all aspects of client relationships, from initial consultation to project delivery.

E*TRADE | *Client Services Specialist* | Sandy, Utah   Mar 2016 – Sep 2022

- Managed inbound calls and emails from clients, addressing queries about financial products and trading platforms.
- Developed strong verbal and written communication skills to navigate clients through technical issues.

SELECTED PROJECTS

Flutter & Firebase Mobile App Development

- Developed dynamic web and mobile app with Flutter and Android Studio utilizing Google Firebase.
- Achieved seamless user authentication and real-time database management.

Unity Video Game Development

- Led a dynamic team in the creation of captivating physics-based platformer games, leveraging Unity and implementing C# and object-oriented design principles.
- Orchestrated project tasks and delegated responsibilities, with a focus on code optimization, seamless integration, and collaborative artwork and sound design.