

Michael Tedeschi

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EDUCATION

University of Rhode Island

Bachelor of Science in Computer Science

Jan. 2021 - May 2026

Kingston, RI

EXPERIENCE

Research Software Developer

University of Rhode Island

Jan. 2026 - May 2026

Kingston, RI

- Implemented Node.js and SQLite backend functionality for recipe data, sustainability scoring, signed cookie sessions, and Google-authenticated system administration.
- Built static HTML, CSS, and JavaScript interfaces supporting public recipe exploration, nutrition and environmental visualizations, favorites, FAQ content, and administrative CSV import/export.
- Containerized the Node application with Docker for reproducible deployment with a persistent SQLite volume.

PROJECTS

Fruit

Aug. 2026

- Built a Swift command-line tool that streamlines iOS Simulator development by wrapping xcodebuild and simctl into simple terminal commands for build, install, launch, clean, and project open workflows.
- Implemented project-aware discovery, Xcode schemes, simulator devices, bundle identifiers, and per-project configuration stored in .fruit/config.json.
- Added developer-focused diagnostics with fruit doctor, structured simulator listing, build log capture, verbose build streaming, and filtered error/warning output to make local iOS build failures easier to debug.

Wildfire

Jul. 2026

- Built a macOS menu bar AI assistant with global hotkey activation, region-based screen capture, and floating AppKit response panels.
- Implemented PNG screen-snipping using ApplicationServices/CoreGraphics and sent captured images to OpenAI's Responses API for analysis.
- Persisted configuration, API credentials, and response history through local dotfiles and JSON storage.

QED Browser

Apr. 2026

- Developed a minimalist macOS web browser using SwiftUI, AppKit, and WebKit to provide a focused browsing experience.
- Integrated WKWebView rendering with SwiftUI state patterns and Combine to synchronize browser state across native views.
- Packaged the SwiftPM executable into a distributable macOS app bundle using a custom shell script.

Vim BTW

Feb. 2025

- Engineered a native macOS menu bar app that detects Vim usage and publishes editor activity through Discord Rich Presence.
- Implemented direct Discord IPC over local Unix domain sockets and process detection using Swift Process with macOS command-line tools.
- Replaced a C implementation using a deprecated RPC library with a SwiftPM-based AppKit agent app and custom app-bundle packaging.

EZ Resume

Oct. 2024 - Dec. 2024

- Developed a cross-platform resume generation app targeting Android, iOS, and web using the Flutter framework.
- Integrated Firebase Auth, Cloud Firestore, Analytics, Performance, Hosting, and Cloud Functions for backend resume creation.
- Built document generation infrastructure using Node.js, CloudConvert, node-latex, and in-app PDF viewing.

SKILLS

Languages: Python, C++, C, Swift, TypeScript, JavaScript, Go, SQL, Bash, Java, Dart

Frameworks & Libraries: Django, Vue/Vite, PostgreSQL, Node.js, Astro, SQLite, scikit-learn, SwiftUI, Firebase

Developer Tools: Vim, Git, GitHub, Docker, Swift Package Manager, tmux, Unix, macOS, REST APIs, Google Identity Services, Google Cloud Platform