Zachary Lineman

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LINKS

github.com/ActuallyZach
linkedin.com/in/zacharylineman/
actuallyzach.com

SKILLS

Highly Proficient
Swift
UIKit
iOS Development
iOS System Libraries

Proficient
SwiftUI
TypeScript / Javascript
NodeJS
C++
Firebase
Python & Django
Svelte & SvelteKit
Java
Learning new languages
Adapting to existing codebases

Other
Team Management
Unity & Unreal Engine
Framework Development
Firmware Development
App Store Release Process
Technical Support
Community Management

PROFILE

I am an independent iOS Developer currently studying at Rochester Institute of Technology. I am interested in all fields of Computer Science, from language development to cyber security. When I am interested in a topic I will take the time to research and become proficient in that field.

EXPERIENCE

Independent iOS Contractor — August 2022 - October 2022

Fully rewrote an iOS UIKit app into SwiftUI, updating the app with the most up to date frameworks and industry standards. Development included working with the SwiftUI framework, a Node-JS backend server, and Firebase database.

Job Title, Company Name; City, State — 2009–2017

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Tumblr #CODRS Blog — June 2021
Team Member, Clear Spaces — Nov-2020 - Dec 2020

Assisted in developing Clear Spaces iOS app in Swift using the SwiftUI and WidgetKit Framework.

Shopper, GIANT Direct — January 2020 - Present
Kitchen Hand, Saint Peter's Bakery — 2019

EDUCATION

Rochester Institute of Technology — Student 2022-Present

LEADERSHIP

Eagle Scout Project

Planned, managed, and led an Eagle Scout project to enhance our local community park trails from taking on water damage through implementation of a series of trail water bars. Successfully led a group of individuals to accomplish the construction of trail water bars over two months.

High School Club Leadership

VP of Tech Pac & Computer Science Honor Society, Treasurer for Coding Crew.

N.Y.L.T

National Youth Leadership Training with Scouts of America, consisting of a week-long camp promoting leadership and team building to learn how to become an effective leader.

PERSONAL PROJECTS

Jellycuts - https://jellycuts.com

Creator of Jellycuts for Apple iOS 13, 14, & 15. Jellycuts is an IDE (integrated development environment) I developed for iOS Shortcut. Users can code shortcuts in a custom programming language I created called Jelly. Once a user writes a script in Jellycuts, it can be exported into Shortcuts. This App Store application has 4.26k users and is an essential tool for many people in the Shortcuts development community.

SCUM Map - https://apps.apple.com/us/app/id1515805855

SCUM Map is a map app for the game SCUM. It has a modern and sleek design that allows for multiple sets of pins across the map and user-added fully customizable pins. I worked with a business partner, Ed Sarkissian (https://esark.me) to create this app. The app currently has over 9.31k users and continues to be well received among the game community.

Firefly - https://github.com/ActuallyZach/Firefly

Firefly is a syntax highlighter written in Swift for iOS. My development objective was to create a fast native solution to a problem that did not have an effective solution. The project is open-sourced, so that anyone can help improve the framework's capabilities.

TEAM PROJECTS

OJR Tech Pac - https://ojrtpac.com

I am a founding member of the Tech Pac club at my school. The goal of the club was to help our community adapt to virtual learning during the COVID-19 pandemic. I created, alongside other club members, the website and an internal ticketing system.

WWDC Community Week 2021 - https://wwdc.community

I volunteered to assist the organizers of WWDC Community Week. I built a queuing system that integrated into the team's already existing user account system for admissions into the Gather (https://www.gather.town) rooms.

Happeer - https://github.com/lucas-chu/happeer

Assisted Lucas Chu with creating a prototype social media aggregator app. This aggregator takes information from different Reddit Subreddits and builds them into a list of posts. The pitch is for the site to only have happy posts on it. The project was entered into an M.I.T. undergrad pitch night.