

# Zachary Lineman

[zachary.lineman0@gmail.com](mailto:zachary.lineman0@gmail.com) | (610) 850 - 5071 | Rochester New

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## LINKS

[github.com/ActuallyZach](https://github.com/ActuallyZach)  
[linkedin.com/in/zacharylineman/](https://www.linkedin.com/in/zacharylineman/)  
<https://actuallyzach.com>

## TECHNICAL SKILLS

### Highly Proficient

Swift  
UIKit  
iOS Development  
iOS System Libraries

### Proficient

SwiftUI  
TypeScript / Javascript  
NodeJS  
C++  
Firebase  
Python & Django  
Svelte & SvelteKit  
Java

### Knowledgeable

Unity & Unreal Engine  
Framework Development  
Firmware Development  
App Store Release Process

## PROFESSIONAL SKILLS

Learning New Skills  
Team Management  
Technical Support  
Community Management  
Cross-team and inter team communication

## 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 of study.

## EXPERIENCE

### RIT Electrical Vehicle Team — 2022-Present

Firmware Engineer, Emulator Development, cross-team communication

### BrickHack Logistics Team - 2022-Present

Logistics team member, Hackathon Management, Communication and Email skills

### Independent iOS Contractor — 2020-Present

Completed full iOS Apps, iOS message extensions / apps, single page mockups in SwiftUI, full app rewrites from UIKit to Swift all exceeding customer's expectations. Led a team through a full stack rewrite of an iOS app, moved from UIKit to SwiftUI, as well as upgrading a NodeJS backend and implementing a secondary Python backend.

### Shopper, Giant Direct, Pottstown PA — 2020-Present

### Tumblr #CODRS Blog — 2021

Selected by Tumblr to blog about Apple's WWDC 2021 conference.

### Developer, Clear Spaces — 2020

Assisted in developing Clear Spaces iOS app in Swift using the SwiftUI and WidgetKit Framework. Major work on rewriting the photo cropping algorithm.

## EDUCATION

### Rochester Institute of Technology — Student 2022-Present

## LEADERSHIP

### Eagle Scout Project

Planned, managed, and led an Eagle Scout project to enhance a local community park's trails. Directed large teams of people through the construction process. Handled all communication with the Parks and Recreation Committee.

## AWARDS

🍏 Swift Student Challenge  
Winner 2020, 2021 & 2022  
National Honors Society  
Member  
Computer Science Honor  
Society  
German Honor Society

## PERSONAL PROJECTS

**Jellycuts** - <https://jellycuts.com>

Developed the Jellycuts iOS App, an integrated development environment and programming language for the iOS Shortcuts app. Uses a custom NodeJS backend server and is written in Swift, SwiftUI and UIKit.

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

A map app for the computer game SCUM. I worked with a business partner, Ed Sarkissian (<https://esark.me>) to create this app. The app is written using Firebase, Swift and UIKit.

**Firefly** - <https://github.com/ActuallyZach/Firefly>

An open source syntax highlighter for iOS, iPadOS, and macOS. Lead maintainer of the project, in charge of reviewing and integrating all pull requests into the project.

## TEAM PROJECTS

**OJR Tech Pac** - <https://ojrtpac.com>

Tech Pac is a club founded during the Covid-19 pandemic focused at the students and community. Wrote public facing and internal software to help the club achieve its goals.