

Zoe Bingham

Software Developer

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My Portfolio: <https://zoe-bingham.com>

GitHub: <https://github.com/zmb6893>

DevPost: <https://devpost.com/zmb6893>

Professional Experience

Carrier | LenelS2

January 2024 - Present

VRx Software Engineer

- Leading the implementation of Vue 3 refactors on a large-scale frontend codebase to improve performance and code maintainability.
- Acting as a mentor and resource for co-ops, offering insights and expertise that contribute to their professional growth and development.
- Implementing new features and enhancements in both frontend and backend applications to meet project requirements and deadlines.

Poseidon Systems

August 2023 - January 2024

Poseidon Live Web Developer

- Investigated and resolved complex frontend issues in Poseidon Live to ensure seamless user experience
- Collaborated with cross-functional teams to define requirements and implement new features in Poseidon Live
- Provided guidance and support to co-op students by answering questions related to project tasks and responsibilities.

Carrier | LenelS2

January 2023 - August 2023

VRx Software Engineer Co-op

- Developed responsive user interfaces using Vue.js, Angular, ASP.NET, and JavaScript to interact with backend services efficiently.
- Collaborated with team members to conduct thorough code reviews, identify areas for improvement, and ensure code quality and best practices.
- Developed comprehensive internal documentation outlining processes, procedures, and best practices for VRx software platform.

Poseidon Systems

August 2022 - January 2023

Poseidon Live Web Developer Co-op

- Demonstrated exceptional problem-solving skills by resolving over 60 complex issues and features within a tight 4-month timeframe.
- Demonstrated ability to update and maintain comprehensive API documentation to ensure accuracy and relevance.
- Collaborated with team members to review code quality, provide feedback, and suggest improvements to enhance software performance.

Rochester Institute of Technology

August 2021 - May 2022

Supplemental Instruction Leader

- Led engaging and interactive study sessions to encourage active participation and critical thinking among students.
- Monitored and assessed individual student progress to provide personalized support and guidance for academic improvement.
- Collaborated with peer leaders to develop new strategies and resources for enhancing the quality of supplemental instruction programs.

Education

Bachelors of Science in Software Engineering August 2020 - December 2024

Rochester Institute of Technology at Rochester, New York

- Graduating Fall 2024
- Presidential Scholar Recipient

Key Skills

Frontend Technologies: Vue3, AngularJS, ReactJS, Javascript, Tailwind, Bulma

Backend Technologies: Java, Python, Spring, C#

Database Technologies: MySQL, PostgreSQL, MongoDB, GraphQL

Cloud Technologies: Amazon Web Services, CloudFormation

Environment Technologies: VirtualBox, Docker

Clubs and Organizations

Computing Organization for Multicultural Students | Tech Projects Committee Chair

January 2024 - May 2024

- Lead the tech projects committee in innovating and creating a wide range of projects.
- Organized COMS' first ImagineRIT project
- Represented COMS by holding workshops

RIT Vegan Club | Public Relations Officer

August 2022 - January 2023

- Maintained the face of RIT vegan club by maintaining the club Instagram and website.
- Sent out notifications to members concerning upcoming events
- Collaborated with other eboard members to organize events and activities for the RIT Vegan Club.

Accomplishments

**Best Sustainability Hack
CSH Hacks 2023**

September 2023

- Collaborated with two outstanding team members to innovate a sustainable travel solution.
- Utilized the power of artificial intelligence to provide custom recommendations to travellers.
- Exercised my knowledge in web development to bring our UI/UX designer's vision to life.

**Best Use of Scripting Hack
WiC Hacks 2023**

February 2023

- Engineered a solution to streamline grocery shopping within a span of 24 hours.
- Worked on an interdisciplinary team, combining our knowledges of hardware, computer science, and design skills to bring our idea to life.
- Presented and demoed our product in front of a panel of judges.

**Best Use of Google Cloud
Brick Hack 2023**

February 2023

- Created a fun app within 24 hours that uses artificial intelligence to provide insight into the listener's mood.
- Integrated the Twilio API, Spotify API, and Google Cloud into our application.
- Collaborated with three exceptional team members to synthesize the creation of our app.

1st Place

November 2020

T4T Social Good Hackathon

- Created an educational game called Alphabet Soup that aims to improve children's literacy.
- Ideated and problem solved with one other team mate.
- Designed an intuitive UI for children.

Workshops and Talks

What the Hack?!

February 2024

- Presented some tips and advice to more than 20 students interested in attending a hackathon with another experienced hackathon attendee.

Incorporating AI into your Project using OpenAI

February 2024

Instructed more than 20 BrickHack attendees on how to incorporate OpenAI into their projects by walking them through on a step by step tutorial I prepared before hand. The following topics were covered:

- Opening a connection to the OpenAI API
- Requesting text completions, images, and text to speech conversions,
- Incorporating these results into a web application.

Volunteering

COMS Mentorship

August 2023 - December 2023

- Provided advice and guidance to an underclassman in the Computing Organization for Multicultural Students.
- Initiated meetings with my mentee to get to know them better and provide guidance in school and life

Gardening at the Veteran's Association

July 2023

- Helped to remove weeds and polish up the garden at the Veteran's Association in Rochester.

Robotics Mentorship

March 2023 - April 2024

- Assisted students in learning how to program in Java
- Planned out logistics and meetings with other mentors and club advisors

Projects

Current | QuackAttack

February 2024

A 2D Top-Down duck tower defense game.

- Synthesized requirements for a duck based tower defense game.
- Worked with a designer and another developer to bring our game to life.
- Developed using the Godot Engine and C#

Current | QuackBox

January 2024

A gaming console shaped as a duck.

- Worked closely with the Project Manager to keep the team on target.
- Contributed assistance in programming the frontend using ReactJS.
- Helped the hardware team 3D print parts for the physical console.

ApolloLink

October 2023

Using live health informatics from smart devices to keep people healthy!

- Utilized the Terra, OpenAI, and Twilio APIs to collect user health information, generate brief reports, and notify health practitioners and general users of health concerns.
- Created an Angular and nodeJS application to display reports to doctors and give them an overview of the status of their patients
- Collaborated with a designer and two other developers to create this application in the span of 24 hours.