Anita Zakutansky

Anitazakutansky99@gmail.com | Columbia, SC

EDUCATION

- **University of South Carolina**, Columbia, SC
  - Bachelor of Science in Computer Science – *Expected May 2027*

Relevant Coursework:

- Data Structures & Algorithms, Discrete Structures, Advanced Programming Concepts, Introduction to Software Engineering, Computer Engineering Fundamentals, Computing in the Modern World, Linux

---

PROJECTS

C++ Course Project – Advanced Programming Concepts

- Developed C++ programs using recursion, dynamic memory, file I/O, and linked lists
- Implemented pointers, function pointers, operator overloading, inheritance, polymorphism, templates, and container classes
- Practiced memory management, debugging, unit testing, and version control
- Utilized Unix tools, shell scripting, and UML modeling to enhance code quality

Java Projects – Data Structures & Algorithms

- Built and analyzed linked lists, binary trees, stacks, and queues
- Implemented sorting, searching, and graph traversal algorithms
- Evaluated algorithm performance using Big-O analysis and memory management

Personal Projects – Unity Game Development (C#/Unity)

- Created 3 small 2D games (platformers and Flappy Bird clones) using Unity and C#
- Implemented collision detection, scoring systems, player input logic, and user interfaces
- Explored sprite animation, custom rendering, and game physics

---

WORK EXPERIENCE

The Grand on Main – Columbia, SC

Lead Server / Bartender | June 2024 – Present

- Serve 50+ guests per shift in a fast-paced environment with accuracy and efficiency Train new employees and maintain service standards
- Collaborate with team members to deliver seamless customer experiences

Hall's Chophouse – Columbia, SC

Lead Server | Sept 2022 – May 2024

- Supervised 5+ servers per shift, ensuring efficiency and high customer satisfaction Managed large parties and high-volume shifts while maintaining service quality

---

SKILLS

- **Programming Languages:** Java, C++, C#, HTML, CSS
- **Tools & Software:** Unity, Git, Visual Studio Code, MARS Simulator, Eclipse, UML Diagrams, Zoom
- **Technical Skills:** Object-Oriented Programming, Data Structures, Algorithms, Debugging, Software Design, Game Development, Linux