# **Zachary N. Flaherty**

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#### **EDUCATION**

**Trinity University**, San Antonio, TX Bachelor of Science in Computer Science Major GPA: 3.07

May 2020

#### **SKILLS**

Programming Languages: C++, C#, Visual Basic, CSS Haskell, C, Scala

**Operating Systems**: Windows, Linux

**Environments:** Microsoft Visual Studio, Eclipse

Applications: MySQL, Active Directory, Microsoft PowerShell, PowerApps, SharePoint Lists, Word, Excel, Power Point

#### **RELEVANT EXPERIENCE**

IT Intern, Helen of Troy, El Paso, TX

June - November 2019

- Developed a program using PowerApps and SharePoint to streamline multiple internal form processing procedures
- Wrote a PowerShell script to update Active Directory from a text file and record changes
- Wrote an Excel macro to randomly sample a dataset

### IT Assistant, Medical Billing Unlimited, El Paso, TX

June 2012 - August 2018 (Seasonal)

- Downloaded various software programs which enabled users to communicate with the billing company more efficiently
- Trained new users at various physicians' offices in the use of computers including log in procedures, the printing process and an overview of various software programs
- Completed various errands and outside office tasks throughout the day to provide the best customer service

### **RELEVANT COURSEWORK**

Principles of Computer Science I and II, Principles of Functional Languages, Principles of Data Abstraction, Principles of Algorithms, Principles of Theoretical Computer Science and Principles of Computer Design

## **PROJECT EXPERIENCE**

**SiteOwl**, Senior Software, Trinity University (group project)

August 2019 - In Progress

- Wrote an Excel Macro to extract and normalize the format of vendor pricing sheets in order to upload to an online database
- Continued coordination with teammates to understand the requirements and desired amenities for a seamless user experience

Out of Time to Kill, Intro to Game Development, Trinity University

August - October 2018

- Developed in Unity and written in C#, assignment was aimed at familiarizing students with the game engine
- Improvements continue to be made long after the due date due to my continued passion for the project

## **AWARDS**

Member, Phi Theta Kappa Honor Society
Recipient, Trinity University Dean's Scholarship

February 2016-Present

August 2016