Zachary N. Flaherty

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EDUCATION
Trinity University, San Antonio, TX
Bachelor of Science in Computer Science   May 2020

SKILLS
Languages: C#, C++, Java, Visual Basic, JavaScript, HTML, CSS Haskell, C, Scala
Environments: VS Code, Visual Studio, Eclipse, MySQL, Microsoft PowerShell
Applications: Unity, MS PowerApps, MS Flow, SharePoint Lists, Docker, Spring Framework, Postman, Word, Excel

CAREER EXPERIENCE
Sr. Software Consultant 1, **Capgemini**, El Paso, TX (remote)   January 2021 – July 2023
- Developed testing plan scenarios to identify and eliminate single points of failure, minimize downtime and maintain production quality code for critical POS
- Utilized Scrum and Agile development techniques with technical and non-technical teams to optimize and scale existing POS systems for a more efficient end-user experience
- Utilized all testing phases of software lifecycle development including test planning, functional testing, and regression testing with a strong focus on stress and performance testing

IT Intern, **Helen of Troy**, El Paso, TX   June – November 2019
- Developed a program using Microsoft PowerApps, SharePoint, and Flow to streamline multiple internal form processing procedures for greater user efficiency and prevent data loss
- Designed a PowerShell script to update user information in Active Directory given a text file input and record changes to assist the database manager with their assignments
- Engineered a tool for Excel to randomly sample datasets to portray supplier pricing trends

IT Assistant, **Medical Billing Unlimited,** El Paso, TX   June 2012 – August 2018 (Seasonal)
- Distributed various programs enabling users to communicate with the billing company more efficiently
- Trained new users at various physicians' offices in the use of login procedures, the printing process, and an overview of various software programs

PROJECT EXPERIENCE
Interstellar Pastime, Principles of Comp Sci II/Personal, Trinity University   February – May 2017, July 2020
- Space Invaders-inspired, originally developed and written in Scala using Java graphical libraries, assignment was aimed at familiarization with basic principles of Comp Sci such as OOP, stacks/queues, and graphical rendering
- Proceeded to port the project to Unity for easier playability and implementation of previously scrapped ideas, maintaining almost all the same assets while the code was completely rewritten

Tetris Cubed, Advanced Game Development, Trinity University (group project)   February - May 2020
- Tetris but in 3D, developed in Unity and written in C#, intended to give students an idea of professional game development while teaching how to use the engine in a 3D environment
- My focus was translating all of the original game's controls, mechanics, and visuals into a 3D environment

RELEVANT COURSEWORK
Principles of Computer Science I and II, Principles of Functional Languages, Principles of Data Abstraction, Principles of Algorithms, Intro to/Advanced Game Development, Intro to Graphics

AWARDS
Member, **Phi Theta Kappa Honor Society**   February 2016 - May 2020
Recipient, **Trinity University Dean's Scholarship**   August 2016