

Zachary Burkett

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EDUCATION

University of Central Florida | Burnett Honors College

Bachelor of Science in Computer Science, Music Minor

Honors: Dean's List (F' 22, S' 23, F' 23, S' 23), Benacquisto Scholar, National Merit Scholar

Expected Aug. 2025

GPA: 3.81

SKILLS / CERTIFICATIONS

Programming Skills: Java, Python, C, C#, HTML/CSS, JavaScript, Git, GitHub, Unity, PyQt, Max

Programming Certifications: MTA Software Development, Java, Python, JavaScript, HTML/CSS

Networking/IT Certifications: CompTIA A+, IT Fundamentals | MTA Networking, Security Fundamentals

Software Skills: Microsoft Office Specialist | MTA Windows OS, Software Development | Ableton Live

EXPERIENCE

University of Central Florida | *Programming Team Member*

2022 - 2023

Orlando, FL

- Worked in teams of 3 to quickly and collaboratively solve programming challenges
- Learned graph traversal algorithms: Dijkstra's, breadth-first search, depth-first search
- Implemented data structures: Tries, AVL trees, binary search trees, graphs, multi-dimensional arrays
- Used programming concepts: Dynamic programming, abstraction, recursion, polymorphism

APPLeSEED Lab at UCF | *Undergraduate Research Assistant on C macro translation project*

2024 - Present

Orlando, FL

- Used Python and Clang to analyze and create graphics to visualize large datasets
- Performed analysis of C macro usage in the Linux kernel
- Collaborated using remote technology, Zoom, Slack, and Github, increasing project development

EXTRACURRICULARS

Technology Student Association | *Sergeant-at-Arms*

2020 - 2022

- Developed onboarding processes for 31 new members during a rapid membership growth of 306%
- Established a scalable new organization system for teams using Notion and Python
- Placed second nationally in Video Game Development in 2021, using the Unity game engine
- Placed fourth nationally in Software Development in 2022, using Python and PyQt

PERSONAL PROJECTS (SEE ZACHBURKETT.WEBSITE FOR MORE)

CrushDrive | *Ableton Live audio effects plugin created in Max for Live*

- Created demo audio, website and application using Max, Bootstrap CSS, Photoshop, and Github
- Developed as an investigation into the capabilities of Max for Live and Ableton, as well as plugin design.
- Audio processing techniques: filtering, resonance, bit reduction, overdrive, mixing and visualization

Chordle | *Daily chord guessing game inspired by Wordle*

- Interactive chord guessing game made in HTML and Tone.JS
- Music theory/software design challenges, ex. chord note names need to be relative to the chord generated

Break Pet | *Eye break reminder utility app for MacOS*

- Solo developed website, application, and graphics for Break Pet.
- Created as a "fix your own problem" project to help reduce eye strain while working.
- Technologies: Three.JS/WebGL (rendering octopus), GLSL graphics shaders (Water caustic shaders), Bootstrap CSS (website), Swift (Mac application), Photoshop (Graphics), Github (SCM and hosting)

Manimator | *Open source math equation visualization software*

- Developed a working prototype of an open source math visualization software using Python and PyQt
- Had a full-stack role on the team, working on input parsing and data management
- Designed UI with focus on accessibility and ease of use for the target audience of education professionals
- Integrated the technology of the open source software *Manim* into the product

Ludum Arca | *Educational puzzle game made with the Unity Engine*

- Scripted logic for the game, including a 2D Sokoban puzzle mini game
- Optimized codebase and troubleshooted for WebGL deployment to make the game playable in browser
- Led play testing and quality assurance, taking user feedback into account while designing the game
- Utilized Plastic SCM and Kanban to organize the project, doubling the collaboration seen in commits