

Zachary Aars

Gillette, WY
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[LinkedIn](#)
[GitHub](#)
[Portfolio site](#)

EXPERIENCE SUMMARY

- ❖ Eager Full-Stack Developer with a high drive to continue education and improve skills.
- ❖ Confident utilizing several frameworks and libraries for developing and deploying web applications.
- ❖ Proficient in data management through the use of RDBMS.
- ❖ Natural affinity for taking on new challenges.

SKILLS SUMMARY

Programming/Development:	C#, Python, HTML, CSS, Javascript, SQL, APIs, JSON
Frameworks/Libraries:	.NET, MVC, Entity Framework, Django, Bootstrap4, Unity, Unreal
Database:	MS SQL Server, SQLite, MySQL
IDEs:	Visual Studio 2019, PyCharm, IDLE
Project Management:	Azure DevOps, Agile/Scrum, Slack
Version Control:	Git, Github, Azure
Design Tools:	Blender 3D, Adobe Photoshop, Audacity, After Effects

WORK EXPERIENCE

- Software Developer Intern** | Prosper IT Consulting - Remote **Dec. 2021 - Jan 2022**
- ❖ *Skillset used: C#, .NET, MVC, Entity Framework, HTML, Bootstrap4, Agile*
 - ❖ *Project overview: Contributed to enhancing the website of a theater company by incorporating a blog section that connects to a database.*
 - ❖ Application based on MVC principles and CRUD functionality.
 - ❖ Product outcome was geared towards non-technical users and emphasized a user-friendly interface.
 - ❖ Participated in daily stand-ups and weekly sprint retrospective meetings to ensure progress completion.
- Software Developer Intern** | Prosper IT Consulting - Remote **Oct. - Nov. 2021**
- ❖ *Skillset used: Python, Django, SQL, SQLite, HTML/CSS, Bootstrap4, Agile*
 - ❖ *Project overview: Designed and implemented an item management system using Python and Django.*
 - ❖ Participated in a variety of debugging processes.
- VR Developer** | Gillette Community College - Gillette, WY **Sep. 2018 - Sep. 2019**
- ❖ Implement VR compatibility into Unity for MSHA training courses.
 - ❖ Utilized C# to build with OpenVR and SteamVR.
 - ❖ Used Blender 3D to develop models for the projects.
 - ❖ Created custom art with Adobe Photoshop.
- Jr. Software Developer** | CTW Automation - Lexington, NC (Remote) **Jun. 2018 - Mar. 2019**
- ❖ Used existing code base to create original libraries using C#.
 - ❖ Participated in software testing, debugging and QA.

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EDUCATION & TRAINING

Certification in Software Development | The Tech Academy

Jan. 2022

- ❖ Intensive Full-Stack Software Developer boot camp with more than 600 hours of instruction and hands-on coding experience.
- ❖ Predominantly focused on utilizing C#, Python, .NET, and Django.
- ❖ Thoroughly covered fundamentals of Computer Science, MVC, CRUD, HTML, CSS, and JavaScript.
- ❖ Specific studies in RDBMS, including MS SQL Server, SQLite, T-SQL/SQL.
- ❖ Tangible experience with Agile/Scrum methodologies.
- ❖ Developed numerous practical projects.