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Zachary Long

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Objective

To obtain an internship/part-time job for the Summer of 2019

Education

Virginia Tech
B.S. in Computer Science
BLACKSBURG, VA | EXPECTED MAY 2021
GPA (Freshman year)**:** 3.82/4.0

Skills

- Proficient in: Python, Java, C#, MATLAB, and Git
- Familiar with: C++, HTML/CSS, and JavaScript
- APIs: TensorFlow, Unity, Pygame

- Semi-fluent in Spanish
- Microsoft Office
- Windows 10

Research Experience

Interactive Genome Analysis Lab | DATA ANALYSIST
Fall 2018 - Present

- Analyze non-coding RNA sequence mutations looking for selection or rejection.
- Predict the impact of mutations on non-coding RNA functions.
- Calculate the minimum free energy of non-coding RNA.

Software Experience

Global Game Jam | LEVEL DESIGN LEAD AND UI/UX LEAD
January 26-28, 2018

- Collaborated in a team of 4 to develop a game in 48 hours based on a provided theme.
- Designed intuitive user interface and user experience.
- Developed increasingly difficult puzzle levels.
- Created a playable puzzle solving game using the Unity Game Engine.

Malamalama
May 2017

- Developed a game individually using Pygame.
- Taught spatial awareness and persistence through game mechanics.
- Learned readable coding habits and efficient problem solving.

National Student Leadership Council | UI/UX LEAD
Summer 2016

- Collaborated in a team of 4 to develop a game in 9 days using the Unity Game Engine.
- Managed team tasks to streamline the development process to ensure project completion by the deadline.
- Created a local two-player game.

Capital One Technology Academy
Summer 2015

- Collaborated with a team to program an Arduino drone.
- Programmed the Arduino in C++ to measure distance traveled.
- Presented completed project to an audience with a informative PowerPoint.

Leadership

Gaming Project at Virginia Tech | TREASURER
Fall 2018 - Present