Zachary Long

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Self-motivated worker known for creative problem solving and effective team work demonstrating constructive communication and leadership.

Experience

Richmond Autism Integration Network | Volunteer
Summer 2013 – Present
- Volunteered at camp Free2BMe. Assisted children with autism with summer camp activities.
- Weekly Social Saturdays as a buddy to teach social skills and good habits.

Software Experience and Projects

Global Game Jam | Level Design and UI/UX lead
January 26-28, 2018
- Worked with a team of four to develop a video game based on a theme in 48 hours. Created a puzzle game in Unity. Assisted in programming. Lead level design and user interface and user experience design.

Malamalama
May 2017
- Individually developed a game using Pygame with art assets provided by a friend. Intended to teach spatial awareness and persistence through game mechanics.

National Student Leadership Council
Summer 2016
- Worked with a team of four to design and program a video game using the Unity Game Engine in nine days. Created a local two-player game. Assisted in programming. Lead user interface and user experience design.

Capital One Technology Academy
Summer 2015
- Worked with a team to program an Arduino drone to carry out a task. Presented the completed project to an audience.

Education

Virginia Tech
B.S. in Computer Science
Blacksburg, VA | Expected May 2021

Skills

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

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

Links

GitHub: https://masterfishy.github.io/   LinkedIn: www.linkedin.com/in/zachlong-42