Zach Brown

Phone: 585-330-6861 | Email: zachb0209@gmail.com | Github: https://github.com/Not-Cooper

Undergraduate Software Engineer seeking co-op position (Spring/Summer 2024)

Education

B.S. Software Engineering - Rochester Institute of Technology

(August 2021 - May 2025)

- GPA: 3.55 out of 4.00

Skills

Software

- Languages: Java, Python, C#, SQL, HTML, CSS, Javascript
- Frameworks: Angular, React
- Version Control: Git
- Creative: Unity, Gimp, Figma, OBS

Productivity

- Collaboration: Trello, GitHub, LucidChart, Slack, Discord

My Projects

Duck Game
Technologies: C#, Unity, Personal, Solo

- 2D platformer game created in unity
- Hobby project that kept my problem solving skills sharp and tested my time management and project development abilities

Messaging/Chat Application
Technologies: Python, PostgreSQL, Academic, Solo

- Application that allows users to communicate with each other through "direct messages" and also in "group chats"
- Used Python and PostgreSQL to design a database and an API for storing and accessing messages and user information

E-Store Website
Technologies: Java, Angular, Academic, Team Project

- Full stack development of an e-store website selling limited supply of "bicycles" to multiple users
- Semester-spanning project that introduced me to the Angular framework

Comix
Technologies: Java, Academic, Team Project

- Application that allows users to search through an existing database of comic books and add them to their "collection". User can perform various functions to comics in their "collection"
- Use of several design patterns including "Command Pattern", "Decorator Pattern", etc.

Work Experience

Prepared Foods and Service Work - Wegmans Food Markets

(July 2022 - February 2023)

- Developed a strong understanding of food safety and kitchen management
- Learned valuable and effective teamwork strategies and communication skills