

# Zachary T. Zimmerman

oneman2feet.github.io • zacharytzimmerman@gmail.com • (917) 698-9773

## Education

Cornell University College of Engineering

August 2013 - May 2017

B.S. in Computer Science, Minors in Music and Game Design

GPA 4.0 / 4.3

Stuyvesant High School

September 2009 - June 2013

Advanced Regents Diploma, Class of 2013

GPA 4.0

## SKILLS

### Programming Langs

Javascript • Python • Java  
Dart • OCaml • Scheme

### Web Development

HTML5 • CSS3 • SASS • SVG  
Canvas • Angular • NodeJS  
Gulp • RequireJS • jQuery  
Flask • MongoDB

### Software Tools

Vim • Emacs • Git • SVN  
Perforce • Inkscape •  $\LaTeX$

## INTERESTS

### Design

Typography • UI & Interaction  
Design • Lettering • Brand &  
Logo Design • Graphic Design

### Music

A Cappella • Barbershop  
Arranging • Overtone Singing

### Tech

Data Visualization • OpenGL  
Computer Graphics • Game  
Design • Web Development  
Algorithms • Functional Pro-  
gramming

### Fun

Bodyboarding • Video Games  
Board Games • Rubik's Cubes

## Work Experience

Google Inc.

Software Engineer

May 2015 - August 2015

- AdWords stuff, charts and data visualization dashboard

Bloomberg L.P.

Software Developer

June 2014 - December 2014

- Developed two full-scale data visualization widgets for use in the Bloomberg Terminal
- Prototyped another cutting-edge visualization working part-time during the school year
- Used HTML5 Canvas, Javascript, and RequireJS for the fastest possible visuals
- Implemented hit-testing, event-driven interactions, and data-model-world transforms

V.I.A. Vintage Intelligence Agency

Web Developer

June 2012 - September 2014

- Developed highly customized and artistic websites for the fashion company (viavtg.com)
- Optimized pre-loading of resources, implemented infinite scrolling, and animated with jQuery

## Projects

Impulse: Action Platformer Game

[gdiac.cis.cornell.edu/gallery](http://gdiac.cis.cornell.edu/gallery)

January 2015 - May 2015

- Awesome revolutionary game-changing mechanics

A Sharp: Music Visualizer

[github.com/oneman2feet/a-sharp](https://github.com/oneman2feet/a-sharp)

October 2014 - December 2014

- Designed and implemented a music visualizer that accurately represents music
- Intended to give insight and understanding of the music, rather than just accompany it

Sleepy Bob: Google Game Jam

[oneman2feet.github.io/sleepybob](https://oneman2feet.github.io/sleepybob)

September 14, 2013

- Lead the 1<sup>st</sup> place team in this 24-hour hackathon, coded a sidescrolling sleep-themed game
- Implemented parallax effects in Javascript and utilized Box2D.js for ragdoll simulation

Individual GitHub Projects

[github.com/oneman2feet](https://github.com/oneman2feet)

- Pokemon Showdown Bot, PokeStats, Screeeps, Computer Generated Art

## Coursework

Advanced Game Design, Embedded Systems, Human-Computer Interaction

2015-2016

Game Design, Analysis of Algorithms, Computer Graphics, Digital Logic

2014-2015

Functional Programming, Discrete Mathematics, Object-Oriented Programming

2013-2014

## Activities

The Cornell Glee Club

[gleeclub.com](http://gleeclub.com)

January 2015 - present

- Proud member of the world-renowned choral ensemble
- Sang at Carnegie Hall in April 2015 and will tour Mesoamerica in January 2016

Chai Notes A Cappella

[thechainotes.com](http://thechainotes.com)

January 2014 - present

- Assistant Musical Director (2015-2016): Arranged songs and occasionally lead rehearsal
- Graphic Designer (2014-2015): Designed all posters, flyers, programs, tickets, and chalk art