

Zachary T. Zimmerman

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

SKILLS

Programming Langs

Javascript • Python • Java
Dart • OCaml • Scheme

Software Tools

Git • Vim • Unix • L^AT_EX
Emacs • SVN • Perforce

Web Development

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

Design Software

Illustrator • Sketch • Photo-
shop • Inkscape • Pixelmator
Blender • Quartz Composer

GITHUB

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

Pokémon Showdown Bot
Personal Website • PokeStats
Dotfiles • Résumé Template
Computer Generated Art

INTERESTS

Tech

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

Design

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

Music

A Cappella • Barbershop
Arranging • Overtone Singing

Fun

Bodyboarding • Video Games
Board Games • Rubik's Cubes

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

Work Experience

Google Inc.

Software Engineer

May 2015 - August 2015

- Implemented a new feature for a data visualization dashboard in the AdWords front-end
- Interfaced with charting library and interpreted server responses to route relevant information

Bloomberg L.P.

Software Developer

June 2014 - December 2014

- Developed three cutting-edge data visualization widgets for use in the Bloomberg Terminal
- 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

January 2015 - May 2015

- Rapidly prototyped initial game and level editor in Javascript with SVG and Box2dWeb
- Designed and implemented lazy camera with support for tracking an arbitrary number of targets
- Worked heavily on game graphics, including custom shaders and particle simulator effects

A Sharp: Music Visualizer

github.com/oneman2feet/a-sharp

October 2014 - December 2014

- Designed a music visualizer to accurately represent music, rather than just accompany it
- Performed sound analysis with librosa to detect mel frequency spectrum and track beats
- Extracted the foreground to determine the pitch of the melody and estimate the overall mood
- Visualized the music using pyglet for displacement mapping and physically-based animation

Sleepy Bob: Google Game Jam

oneman2feet.github.io/sleepybob

September 14, 2013

- Lead the 1st 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

Coursework

Advanced Game Design, Embedded Systems, Human-Computer Interaction

2015-2016

Intro 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

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

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