Zachariah **Dellimore**

Software Designer | Student

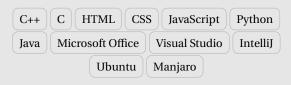
- About me -

My name is Zachariah Dellimore, I am an African American software developer based in Richmond, Virginia. I am currently a Sophmore at Virginia Commonwealth University. I am majoring in Computer Science and minoring in Math with a GPA of 3.612. I went to high school at Western Albemarle High School and graduated with an advanced degree, Magna Cum Laude, and a GPA of 3.6.

Soft Skills and Strengths



Professional Skills



Contact

- ♣ Born on 06/30/2003, Age 19
- ☑ dellimorez@vcu.edu
- +1 540-394-8593
- **9** 4510 Dupree Street 22932 Crozet (VA), United States of America
- in Zachariah Dellimore
- Car Available, Driving License

- Languages

English - Native Language

EDUCATION

2021-Ongoing **Bachelor Degree**

Richmond, Virginia

V

Virgnia Commonwealth University

Student

I am currently enrolled in Virginia Commonwealth University's

Computer Science program.

Degree: 56/120

2017-2021

Advanced High School Diploma

Western Albemarle High School

♀ Crozet, Virginia

Student

I graduated Magna Cum Laude with an advanced diploma.

Degree: 28/28

I WORK EXPERIENCE

2022-2022

Target Team Member

• Charlottesville, Virginia

Target

I was a part of the Consumables Team Member which required lots of multi-tasking, leadership, flexibility, and Team Work.

Projects

Academic Project

April, 2022

Unix Shell Email Inbox, I created an interactive menu for navigating the email client and implemented various functions using C (Sorting inbox, search Inbox by keyword, and deleting an email by the given ID), *Virginia Commonwealth*

University, 🚭

Academic Project

May, 2022

Simple Unix Shell, I created a Unix shell program that interacts with the user through a terminal. The shell also takes input from a file and executes the commands that have been passed, *Virginia Commonwealth University*,

Personal Project

2022

C++ Minesweeper Game, I created a fully customizable minesweeper game using the C++ game development library SFML. Along with implementing changeable FPS, moddable graphics, and completely customizable boards, I also created an alternate game mode where you can build a minesweeper board, *Personal Project*,