

# Zachariah Dellimore

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## EDUCATION

### Virginia Commonwealth University, School of Engineering

Richmond, VA

B.S. Computer Science

May 2025

GPA: 3.79

Relevant Coursework: Data Structures/Algorithms, Machine Learning, Database Theory, Networking, Advanced Software Development

## WORK EXPERIENCE

### WillowTree, Software Test Engineer

May 2023 - August 2023

- Took ownership over manual and automated tests on our team's Jetpack Compose Android app by improving test coverage by 5%.
- Wrote 50+ robust UI and Unit tests in Jetpack Compose using the ROBOTS pattern.
- Led demo presentation showcasing improved testing strategy to client.
- Collaborated closely with developers to troubleshoot complex problems related to project architecture, scalability, and code base defects.
- Integrated Firebase's Image Labeling API to create a dynamic onboarding app for WillowTree.
- Developed the Landing Page, Rules, and Object Capture screens using Jetpack Compose for the onboarding app.

### Target, Consumables Team Member

May 2022 - August 2022

- Adapted to a variety of roles such as Cashier, Inventory Fulfillment, and Customer Service.
- Set store record for restocking items by fulfilling over 980 One-for-ones in a day.

## RELEVANT PROJECTS

### Network Packet Loss Analyzer

May 2023

- Created an end-to-end network analyzer to test VCU's Wi-Fi network for packet loss.
- Developed two versions of the analyzer using Java and C to create a client and a server that would send 5000+ packets to each other.
- Optimized the analyzer by recreating the program in C to increase performance by more than 10 times.

### Chess Game

March 2023

- Designed and developed a fully-featured chess game to expand my knowledge in AI.
- Created and published the game with 4 AI opponents using C++ and SFML on Itch.io.

### Wordle Inspired Web Game

February 2023

- Applied my knowledge in web technologies by creating a fullstack text based game.
- Designed, developed, and deployed the website using Express.js, HTML, CSS, and Azure.

### Microsoft Paint Clone

November 2022

- Led development on an Agile team of 4 to create a production quality paint app.
- Developed paint app using C and SDL2 and launched the app for Linux platforms.

## SKILLS

**Languages:** C++ JavaScript Python Java HTML CSS SQL Kotlin Matlab

**Technologies:** Express Bash Linux Node.js Git Azure AWS JUnit Jetpack Compose Firebase