

Zaden Connell

828-773-9695 | me@zadenconnell.com | zadenconnell.com | linkedin.com/in/zaden-connell | github.com/PostGuitarist

EDUCATION

Liberty University: B.S Software Engineering, Business Minor

Lynchburg, VA

**Liberty University is accredited by the Computing Accreditation Commission of ABET*

Aug. 2021 – May 2025

- 3.81 GPA, Dean's List
- Resident Assistant, Competitive Programming Club, Cyber Defense Club

EXPERIENCE

AI Developer & Advisor

August 2024 - May 2025

Liberty Analytical Support Initiative

Lynchburg, VA

- Presented a custom **trained AI chat-bot** to **NATO** in Rome, Italy.
- Led the development of a **AI chat bot** that equipped international security force advisors with the knowledge and skills to enhance cultural competency.
- Created training materials and recommendations for **AI implementation** in international security force assistance.
- Analyzed current **NATO SFA** training programs and recommended **AI integration strategies**.

Full Stack Developer

June 2024 - Present

SwiftSeg

Remote

- Developed and maintained **scalable, responsive web applications** using **Next.js**, enhancing user experience and reducing page load times by **40%**.
- Integrated **Supabase** as a backend and database solution for real-time data management, authentication, and storage, streamlining development.
- Contributed to **Agile Kanban** workflows, improving team efficiency and workflow through effective communication.

Software Development Intern

Summer 2023

Samaritan's Purse

Boone, NC

- Oversaw the launch of a significant ministry application
- Independently developed and deployed **14 feature releases and bug fixes** for an internal-facing CRM application, which serves hundreds of users
- Implemented UI and backend features using **Angular Typescript and C#** to ensure validity and enhance UX
- Designed and implemented account data validator that accurately flagged **over 500k** accounts
 - * Increased data validator load and running efficiency by over **4x** times

PROJECTS

Simple Compiler v2 | C, C++

2025

- Developed a simple compiler using **C, C++, and Yacc**

Simple OS v3 | C, C++, x86-64 Assembly

2024

- Developed a simple operating system using **C, C++, and x86-64 Assembly**

Multithreaded Game of Life | C++

2024

- Developed a **multi-threaded** implementation of Conway's Game of Life in **C++** using **pthread**s

VSCode to Visual Studio Extension | Typescript, VSCode API

2024

- Developed a VSCode extension using **Typescript**
- Implemented functionality to convert **C++** projects in VSCode to work in Visual Studio
- Successfully published on the Visual Studio Marketplace with **1.1k+ active users**

TECHNICAL SKILLS

Languages: C/C++, Python, SQL, Typescript, C#, HTML/CSS

Frameworks: React.JS, Next.js, Node.js, Angular, Astro, TailwindCSS/UI

Developer Tools: Git, Docker, VSCode, Visual Studio

Software Development: Agile (SCRUM), Jira, Continuous Integration/Deployment, Test-Driven Development, Frontend, Backend