

# Zaden Connell

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## 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

### 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.

### AI Developer & Advisor

August 2024 - May 2025

*Liberty Analytical Support Initiative*

*Lynchburg, VA*

- Presented a **custom AI chatbot** to **NATO** in Rome, Italy, enhancing cultural competency for security force advisors.
- Led development of an AI chatbot, including training **data design and optimization**.
- Created training materials and **strategic AI integration plans** for NATO SFA programs.
- Analyzed current training workflows, providing actionable **AI implementation insights**.

### Software Development Intern

Summer 2023

*Samaritan's Purse*

*Boone, NC*

- 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 **1.3k+ 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