Zoe Zablotsky

z.zablotsky@gmail.com • (514) 5665567

Skills

Python	TypeScript	CSS	C#
JavaScript	Regular Expressions	SP2013	SharePoint Online
SQL	Java	Kotlin	GIMP
Django	Pillow	SQLite	UltiMaker Cura
Git	Android Studio	LaTeX	TeXworks
PnPjs	PnP CLI	Sass	PHP
PyCharm	AutoHotKey	GDScript	JSON Schema
NLTK	jQuery	GitHub	GitKraken
SPFX	React	Yargs	Visual Studio Code
discord.py	Godot	Notepad++	HarePoint
Google Cloud Platform	Node.js	HTML	Visual Studio
pydantic	Tasker	GitHub Desktop	Game Maker Language
GameMaker	GameMaker Studio 2	Google Calendar	XML
JavaFX	.NET	JSON	Google Calendar API
Hue Manager	Miniconda	Conda	ImageMagick
Selenium	Microsoft Authentication Library	WinDbg	Bootstrap
JSON5			

Works

Golf 2

GMTK 2021 Game Jam entry(72h to make a game). We ranked in the top 2% out of 5712 entries.
My work on this demonstrates:

- *GameMaker Studio 2*: that's what it was created in, also used for some of the graphics.
- *Game Maker Language*: That's what it's written in.
- *GitHub Desktop*: Used for version control.
- *GIMP*: Used for some of the graphics.

UKG Dimensions to Google Calendar Converter

Converts UKG Dimensions calendar events to Google Calendar events.
My work on this demonstrates:

- *Node.js*: That's the environment it runs in.
- *TypeScript*: That's what it's written in.
- *HTML*: the data is extracted from UKGD's HTML.
- *Visual Studio Code*: That's the IDE I used.
- *Google Calendar API*: Google Calendar is where the data goes and the API is used to make that happen.

Rock 'em Sock 'em RoBot

Two Discord chat bots, "Classic" and "Rewrite", made with love for a friend group I'm in.
My work on this demonstrates:

- *Python*: That's what it's written in.
- *Pillow*: used for image and animation generating commands.
- *ImageMagick*: Used for a content aware scaling command.
- *Game Maker Language*: used its particle system for some of the graphics, and made copies of its /lengthdir_[xy]/ functions before I had a better handle on trig.
- *Regular Expressions*: I forget. they're very broadly useful, you know.
- *NLTK*: Used to determine if words are adjectives, nouns, or verbs for use in responses that take chat context into consideration.
- *Notepad++*: Largely written in it, before I knew any better.
- *GIMP*: Used for some of the graphics.
- *JSON*: used to store some of the randomized canned responses.
- *discord.py*: Used for connectivity with Discord.
- *GitHub Desktop*: Used for version control.
- *PyCharm*: That's the IDE I used.

Utility Invoice Generator

My work on this demonstrates:

- *SP2013*: That's what it was created for.
- *HarePoint*: Used to execute server side C# from a workflow.
- *C#*: That's what it's written in.
- *Visual Studio*: That's the IDE I used.
- *Word*: Target format.

[Zoe's Resume] Generator

Generates the document that you're presumably reading.
My work on this demonstrates:

- *Python*: used to generate the LaTex.
- *LaTeX*: used to generate the document, using pdflatex.
- *TeXworks*: used to debug and to more generally get a handle on LaTeX.
- *PyCharm*: That's the IDE I used.
- *GitKraken*: Used for version control.
- *GitHub Desktop*: Used for version control.
- *Git*: Used for version control.
- *pydantic*: used to generate schema and parse the json5 that contains the actual content.
- *JSON5*: used to write the actual content.
- *JSON Schema*: generated by pydantic to make editing the json5 content easier.
- *JSON*: houses the json schema.

- *Regular Expressions*: Isolates the second level domain name from URLs in order to pick the corresponding link icon, which is named accordingly.

zsil (Zoe's Stupid Image Library)
An image library for Python that I created to house my image behavior as I created it for other projects.
My work on this demonstrates:
- *Python*: That's what it's written in.
- *Pillow*: The basis for most of the image behavior.
- *ImageMagick*: Used in a few places alongside Pillow.

Gloomhaven Soundboard Deck
Inventory and modifier deck manager for Gloomhaven, a tabletop RPG, in which card has >=1 associated sound effects.
My work on this demonstrates:
- *Kotlin*: That's what it's written in.
- *Android Studio*: That's the IDE I used.
- *Python*: Used to normalize sounds and images to use as resources.
- *Pillow*: Used to normalize images to use as resources.
- *GIMP*: Used to create some of the graphics.
- *JSON*: Used to store enemy data, and for saving and loading.
- *GitKraken*: Used for version control.
- *GitHub Desktop*: Used for version control.
- *Git*: Used for version control.

Softlock Sokobun
GMTK 2023 Game Jam entry(72h to make a game). We ranked in the top 5% out of 6796 entries.
My work on this demonstrates:
- *Godot*: That's what it was made in.
- *GitHub Desktop*: Used for version control.
- *Audacity*: Used to record the sounds.
- *GIMP*: I used this for the graphics that I made.

Bored Gods' Board Game
GMTK 2022 Game Jam entry(72h to make a game). We ranked in the top 7% out of 6076 entries.
My work on this demonstrates:
- *Godot*: That's what it was made in.
- *GitHub Desktop*: Used for version control.

Spiral Arm Rings
Generates displacement maps for creating 3D models of rings whose "arms" spiralize in the front.
My work on this demonstrates:
- *Python*: That's what it's written in.

POP Form Customizer
SPFX form customizer (and form) for work using SPFX and PnP React controls.
My work on this demonstrates:
- *SPFX*: Used to modify SharePoint.
- *React*: That's the framework used.
- *TypeScript*: That's what it's written in.

sp-dev-fx-controls-react-globe-modded
Modification of sp-dev-fx-controls-react created for work.
My work on this demonstrates:
- *React*: That's the framework used.
- *TypeScript*: That's what it's written in.

Idle Launcher
A loop for launching programs when my mouse stops moving, because my computer never marks itself as idle.
My work on this demonstrates:
- *Python*: That's what it's written in.

zseb (Zoe's Stupid Endeavours in Blender)
Library of sorts and home of a few Blender subprojects of sorts.
My work on this demonstrates:
- *Blender*: The whole thing is a bunch of Blender scripts.
- *Python*: That's what it's written in.
- *PyCharm*: That's the IDE I used.
- *GitHub Desktop*: Used for version control.

Ticket Monitor
Polls Freshdesk to notify me of new tickets with relevant keywords.
My work on this demonstrates:
- *Freshdesk*: The thing that is being polled.
- *Selium*: Used to do the polling.
- *Tasker*: Used to create phone notifications.
- *Python*: That's what it's written in.
- *PyCharm*: That's the IDE I used.

Strip to Gif
Tool for converting Game Maker "strip" animations into more broadly applicable gifs.
My work on this demonstrates:
- *Python*: That's what it's written in.
- *Notepad++*: Written using it, since I didn't yet know any better.

Static Generator
Generates animated noise, which I used in a couple of other little projects.
My work on this demonstrates:
- *Python*: That's what it's written in.
- *Notepad++*: Written using it, since I didn't yet know any better.

zoe-util
Command line program to help me at work, largely wrapping zoe-reused and zoe-reused-spfx.
My work on this demonstrates:
- *TypeScript*: That's what it's written in.
- *Yargs*: Used as the basis for the CLI.
- *Visual Studio Code*: That's the IDE I used.
- *node.js*: Used to install it as a global command line program.

zoe-reused and zoe-reused-spfx
SPFX and PnP libraries for what I write for work, mostly for SharePoint.
My work on this demonstrates:
- *SharePoint*: The recipient of most of the functionality.
- *TypeScript*: That's what it's written in.
- *Visual Studio Code*: That's the IDE I used.
- *PnP CLI*: Used for interaction with SharePoint, mostly programatically.
- *SPFX*: Includes functionality to deploy SPFX extensions.

Work Experience

Web Developer
Globe Electric, 2020-Present
My daily tasks included:
- Responding to tickets from users , which demonstrates:
  - *Freshdesk*: It's the ticketing software we use.
  - *SP2013*: I was responsible for maintaining and updating our SP2013 server.
- Maintaining and updating our SP2013 intranet , which demonstrates:
  - *SP2013*: I think you can infer from context.
  - *C#*: Used to create new and fix existing server side custom behavior.
- Migrate our SP2013 content(and its related C# and JavaScript content) to SPO, Power Automate, and Power Apps. , which demonstrates:
  - *SP2013*: Required reading and understanding the behavior in its workflows.
  - *Harepoint*: Was used to extend the functionality of the workflows I needed to recreate.
- Develop new customizations for our SPO site, with many creative workarounds for the limited environment. , which demonstrates:
  - *SharePoint Online*: It's the recipient of these changes.
  - *TypeScript*: That's what it's written in.
  - *SPFX*: Used to modify SharePoint.
  - *Sass*: Used for styling.

Customs Broker
Livingston International, 2019-2020
My daily tasks included:
- Entering data into their archaic DOS-based DB , which demonstrates:
  - *MS-DOS*: I assume this to be the DOS flavor in question.
  - *AHK*: I wrote a script to enter some of the more repetitive actions.

Web Development Intern
Jewish General Hospital, 2019
My daily tasks included:
- Refactoring HTML from their old website into the format used for their new website , which demonstrates:
  - *TYPO3*: The CMS used for their new website.
  - *JS*: I wrote a script to automate most of the changes, given the original page.
  - *Regex*: Used for the bulk of the automation.

Education

Microsoft Power Platform Fundamentals
Microsoft Certified in 2022

Internet Programming and Development
John Abbott College, AEC Granted in 2019

High School
St. Thomas High School, DEC Granted in 2015