Jason Zamora

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[Portfolio](#) – [GitHub](#) – [LinkedIn](#)

Summary

Interdisciplinary engineer, experienced in software and mechanical engineering. The most experience lies in web development using JavaScript and React. Outside web development there is also experience in making software with technologies such as Java, C#, and C++. Although software and mechanical engineering may be unrelated, they represent the ability to wear many hats and have a fluid role in the engineering process.

Skills

- Languages: JavaScript, Java, C#, C++, and Python
- Misc: Node.js, Redux, SQL, HTML, CSS, and Tableau
- Source Control: Git

- Frameworks: React, Express.js, Mocha, Jest
- Game Engines: Unity and Unreal

Experience

E

Tools: Unity, C#

E is meant to be a 2D platformer that focuses on a pressured playing experience. As the player progresses there is the introduction of mud which rises while the player travels upwards past obstacles to collect a trophy which is at the end of each level.

Portfolio

Tools: JavaScript, React, HTML, CSS, Sass

Single page application made possible by React and React Router. The portfolio should be responsive to multiple devices. The web app styles components using CSS modules. The home page makes use of a SCSS file, while the projects page uses vanilla CSS.

Ecomm

Tools: JavaScript, Node.js, Express.js, HTML, Bulma.css

Ecomm is a multi-page web application that uses Node.js and Express. The web app also implements authentication and verification of users.
There is an admin page where the admin can manage any products of their liking. Each product contains a title and an image of the product.

Education

Mechanical Engineering BS

University of Utah

Expected 2025

Computer Science Minor

University of Utah

Expected 2025