Zack Seliger

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https://github.com/zackseliger
https://zackseliger.com

EDUCATION

Indiana University, Bloomington, IN   August 2018 - May 2021
Bachelor of Science in Computer Science
Minor in Math
Cumulative GPA: 3.5/4.0

Awards: BPA Nationals 1st place C++, Governor's Work Ethic Award, Tennis Scholar Athlete

TECHNICAL SKILLS

Languages: Javascript, Java, PHP, C++, HTML/CSS, HAXE, and Python
Frameworks/Libraries: React, React Native, Redux, HTML5 Canvas, Express.js, jQuery
Misc: Git, MongoDB, MySQL, Slack

WORK EXPERIENCE

Indiana University, *Bloomington, IN*   August 2019 - present
SICE Tutor
- Tutor Computer-Science students in specific classes

Horizons School of Technology, *New York, NY*   June 2019 - August 2019
Instructor Intern
- Assisted in curriculum development related to web technologies
- Taught approximately 30 students modern mobile/web app development

Indiana University, *Bloomington, IN*   January 2019 - May 2019
Undergraduate Instructor for Introduction to Software Systems (Java)
- Created grading systems and graded assignments for 100+ students
- Taught two lab sections with approximately 50 students each

PERSONAL PROJECTS

FRAME.js, *Sole Creator*   Active
- Maintaining framework for real-time applications using Canvas
- Used in all personal javascript games

Deemo Games (https://deemo.io), *Founder*   Active
- Founded a gaming company that serves 1,000+ users/week
- Released 4 commercial games and several sister websites

Areena.io (https://areena.io), *Sole Creator*   November 2018 - April 2019
- Created in Javascript using FRAME.js
- Serves hundreds of users each week
- Drove average session duration to 15 min through thorough testing

Game Development Club, *Founder*   December 2017 - May 2018
- Taught and encouraged members to make games in Javascript

ACTIVITIES

Computer Science Club, *Board Member*   August 2019 - present
- Organize events with other board members

Code@IU, *Board Member*   August 2018 - present
- Led the club with other board members after founding president graduated
- Taught Game Development and Web Design to members

IU Vehicle Autonomous Lab (VAIL), *Researcher*   August 2018 - May 2019
- Created pathfinding solution for drones
- Learned Robot Operating System (ROS)