

Zachary Ferguson

Web Developer

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<https://github.com/Z-Ferguson>

Skills

Python	HTML	Agile Development	JQuery
Django	CSS	Rest Framework	PostgreSQL
Javascript	Handlebars	Git/Github	Ajax

Experience

GP Games / Environment Artist

September 2011 - March 2012, Winter Park, FL

- Worked alongside other artists and programmers to create a game demo in 3 months.
- Executed fast and reliable environments and props with critiques from an art director.

Bean Traders / Night-time Lead Barista

August 2014 - October 2016, Durham, NC

- Supervised and deployed up to 5 employees at a time
- Worked collaboratively and coached coworkers on standards and routines as Lead Barista
- Provided excellent customer service by anticipating needs and resolving issues in a high-volume store
- Prepared beverages with care to owner standards, putting forth a consistent and high-quality product

DiaBEATthis / Back-end Developer

December 2016 - January 2017, Durham, NC

- Followed Agile methodology with UI designer and another back end developer to build a concept to minimum viable product.
- Managed the back-end development on a final project.
- Organized data and statistics into a relational PostgreSQL database
- Built a Rest-Framework with Django and set important reminders with google Calendar API.

Education

Fullsail University / Bachelor of Science in Game Art

January 2010 - March 2012, Winter Park, FL

Bachelor's of Science in Game Art, taken through every step of a professional studio pipeline. Focused on 3d art and content creation, with heavy emphasis on character development, shading and lighting, texturing, and modeling.

The Iron Yard / Back End Engineering with Python Student

October 2016 - January 2017 DURHAM, NC

Studied back end engineering with Python and Django framework in an immersive, intensive 12 week program. Program entails learning Python libraries, database management, version control, deployment, HTML, CSS, and other technical skills.

