Zachary Yaro

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Education

Rochester Institute Of Technology Class of 2016
   Major: Game Design and Development; Minor: Software Engineering
Thomas Jefferson High School For Science And Technology Class of 2012

Skills Studied
   UI/UX design/development
   Web design/development
   Level design
   2D graphic design and animation
   3D modeling and animation
   Data structures and algorithms
   Artificial intelligence
   Distributed computing
   Basic electronics and robotics
   High N4 Japanese proficiency

Programming Languages
   Latest HTML/CSS/JavaScript,
   Flash/ActionScript 3,
   Python, Java,
   PHP, Bash, Perl,
   C, C++, C#

Operating Systems
   Linux
   Windows
   Android

Projects / Interests / Activities

Independent Web Designer and Developer 2007-present
   Created Holo Web and MaterialZ CSS libraries for developing Holo- and Material-themed apps
   Developed Voice Actions extension and MS Paint alternative for Chrome and Chrome OS
   Developed variety of live, real-time wave gadgets and Wave Extensions Gallery
   Designed and developed many other miscellaneous games, apps, libraries, and projects
Developer: RIT Society of Software Engineers (SSE) Rapid Development Events 2013-present
   Created automated lab management system with voice interaction using Node.js, Ruby, and C#
Founding Executive Board Member: Space-Time Adventures at RIT (STAR) 2013-2015
   Founded and ran science fiction club; designed graphics; maintained club's online presence
Founding President: TJHSST Game and Software Development Club (inprod.net) 2009-2012
   Founded and led game and software development group; developed and sold games
   Taught members HTML5 + JavaScript, git, Source engine, and level design techniques

Work Experience

Development Intern - Brazen 2015
   Worked on the Java-based Brazen Connect application
Co-Op Applications Engineer - Oracle 2014
   Front-end web programming for the Primavera Prime project management application
Web Application Developer - Follow The Meta 2013
   Back- (Node.js) and and front-end programming (HTML/CSS/JS) for an e-sports stats tracking app
Client-Side Web Developer - 500 BC 2011-2012
   Front-end programming (HTML/CSS/JS) at a social gaming start-up
Game and Web Programming Instructor - TIC Camp 2011, 2013
   Taught game and web programming and design to students (LOGO, Java, HTML/CSS/JS)
Intranet Administrator - Thomas Jefferson High School For Science And Technology 2010-2012
   Maintained and improved existing Intranet (OO PHP), collaborated on next-gen Intranet (Node.js)
   Designed a new, responsive UI capable of handling screen sizes from TVs to phones