ZACK SWAFFORD

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OBJECTIVE

Apply and grow leadership, business, and technical skills in a leadership track position at a pioneering technology company that is currently or has the potential to change the world in a meaningful way.

EXPERIENCE

Software Engineering Lead
Plenty United, Inc.
June 2016 – Present

> Led a team of computer scientists to architect a factory management and data storage system. Formulated business strategy and consulted for the core management team on the system architecture and data pipeline. Used modern machine learning principles and techniques to drive and improve the core business of the firm.

CS 106A Section Leader
Stanford University Computer Science Department
May 2015 – December 2016

> Mentored, one-on-one and as a group, several sections of introductory level CS students to solidify basic concepts in Java and computer science at large. Developed curriculum and evaluated student work. Collaborated with graduate students and professors to teach the course to over 700 students.

Cofounder and President
Atch Incorporated
August 2015 – March 2016

> Cofounded Atch, a mobile communications startup that uses location and context awareness to seamlessly connect friends in the online and offline worlds. Conceived, designed, developed, and promoted the Atch Android and iOS apps, currently in beta. Developed the programs natively for both platforms in Java and Swift, using Parse for data management.

Software Engineering Intern
Perceptive Software
Summer 2014

> Developed both back- and front-end elements of Perceptive's flagship workflow management software as a member of an Agile software team. Applied skills in HTML, CSS, Javascript, AngularJS, Java, and MySQL to meet aggressive development goals.

EDUCATION

Bachelor's and Master's Degrees (Expected)
Computer Science, Artificial Intelligence Specialization
Stanford University

> Current GPA of 3.8.