

Zachary Allen

zacharysallen97@gmail.com | 770-696-3331 | zachsallen.com | github.com/ZacAllen

Education

Bachelor of Science in Computational Media | Aug 20, 2018 – May 8, 2021 | Georgia Institute of Technology

- 3.29 Cumulative GPA
- Concentrations: Media, Interaction Design & Experimental Media

Skills

Programming Languages: Java, JavaScript, jQuery, HTML/CSS, C, C#, Java Processing + p5.js

Tools: Git, React, Svelte, Node.js, WordPress, Bootstrap, Firebase, SSMS, IntelliJ, Eclipse, Android Studio

Design: Adobe Photoshop, Illustrator, XD, Premiere Pro, Figma, GIMP, Tableau, Information Design & Visualization, Graphic Design

Experience

Incident IQ | Software Developer Intern | June 2021 – August 2021

- Updated .NET unit testing suite for existing IIQ website code base; created new xUnit tests for IIQ's new permissions system.
- Added functionality for retrieving support ticket data from the IIQ testing website.
- Created frontend component and added backend support for sub-ticket creation in the Incident IQ Angular mobile platform.
- Queried and modified data in IIQ test database with SQL Server Management Studio.

Motus Nova | Web Developer Intern | May 2020 – August 2020

- Created/redesigned several pages for the Motus Nova WordPress website, <https://www.motusnova.com>, including the Home, About Us, Products, Media, Telehealth, and Technology pages.
- Designed UI and improved functionality of the Wifi Manager Electron app component of the Motus Home Software.
- Reworked UI of landing page and redesigned graph elements of the Motus Reports app made with Chart.js.

Elavon | Software Developer Intern | May 2019 – August 2019

- Used Google Ventures based design sprints to ideate and prototype technology solutions for business challenges facing Elavon and U.S. Bank.
- Developed an interactive prototype for Caravan, a progressive mobile web-app (PWA) geared towards open-market vendors and independent sellers.
- Conducted interviews of various patrons and sellers at Ponce City Market for feedback, opinions, and usability of Caravan prototype.
- Presented Caravan and other prototypes to senior leaders at Elavon through WebEx and in-person presentations.

Projects

Sveltedex | March 2022

- A Pokemon encyclopedia modeled after the in-game Pokedex tool; created with Svelte as frontend framework and hosted with Firebase. <https://sveltedex.web.app> | <https://github.com/ZacAllen/sveltedex-app>

Numberle | February 2022

- A parody of the popular puzzle game Wordle, made in React and hosted with Netlify.
- <https://numberle.netlify.app/> | <https://github.com/ZacAllen/numberle>

Flags Of Europe | March 2021 - April 2021

- An interactive flag map showcasing the evolution of Europe's national flag designs from 1815 to 2021. Made with HTML5, CSS, JavaScript/jQuery + additional JS libraries.
- <https://flags-of-europe-2021.web.app/> | <https://github.com/ZacAllen/flags-of-europe>

Humanaty | Junior Design Project | August 2019 – April 2020

- A website for facilitating farm-to-table dining between users in which hosts can provide farm-sourced meals from their homes; React front end with Express Node.js backend & Cloud Firestore database; other languages/libraries: HTML5, CSS3, JavaScript, jQuery. <https://github.com/ZacAllen/humanaty> | <https://github.com/ZacAllen/humanaty-api>
 - Primary role of backend developer: created and managed Firestore database; wrote majority of middleware functions in Express API; oversaw user account creation and sign-in processes which implemented both Google Sign-in API and Firestore's built-in authorization system; occasionally helped with other areas of project, i.e. frontend and UI, user research, implementation of the Google Maps API, and project demoing.

Risk @ Gt | January 2019 – April 2019

- A 3-6 player web application simulating the board game, Risk, created in Scala, HTML, CSS, and JavaScript.
 - Responsible for app frontend: drew game map and wrote the JS functions corresponding to most game actions (select region, move to attack, defend, pass turn, etc.) undertaken by selecting regions on the game board
- <https://github.com/ZacAllen/CS2340Sp19Team14-1>