

# Zachary Allen

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## Education

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**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

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

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

**Multimedia:** Adobe Photoshop, Illustrator, XD, Premiere Pro, Figma, GIMP, Magix VEGAS Pro, Audacity, Tableau

**Design:** Information Design & Visualization, Interaction Design, Graphic Design

## Experience

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**Incident IQ | Software Development 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 support for subtickets to the Incident IQ Angular mobile platform.
- Queried and modified data in IIQ test database with SQL Server Management Studio.

**Motus Nova | 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 of and improved functionality of the Wifi Manager Electron app component of the Motus Home Software
- Streamlined UI of landing page and redesigned graph elements of the Motus Reports app made with Chart.js

**Elavon | Software Development 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: <https://el-caravan.netlify.com/> (this prototype is optimized for Android devices)
- 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

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**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/>

**Modern Battles Visualization | April 2020**

- An interactive data visualization displaying various aspects of battles grouped by war; created with HTML5, CSS, Tableau, and the D3 JavaScript library using a data set comprising information on 660 battles fought from the years 1600 A.D. - 1973 A.D
- <https://battleviz.web.app/>

**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.

**Buffalogro | November 2019 – December 2019**

- A GameBoy Advance pet-raising simulator and racing game created in C with assets partially drawn in Usenti.
- <https://zakadamia.itch.io/buffalogro>

**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>