Zac Moss
07983 352 662 - zac@zacmoss.co.uk

I'm Zac Moss, I'm a full-stack software engineer and alumni of the Makers Academy July '22 cohort.

What have I been up to?

Chitter: A full-stack MERN social media web application that allows users to create accounts, post messages, like comments, and tag other users.
Tech stack: Javascript, React, Node.js, Express, Twilio SendGrid, MongoDB, Jest, Supertest, Bcrypt, HTML, CSS

Divvy: A mobile app for calculating how to split group meal costs in restaurants. Users can take a photo of a receipt and have it itemised on the app.
Tech stack: React Native, Javascript, Node.js, Expo, Realm, Taggun, Jest, CSS

AceBook: A full-stack MCV social media web application. Users can make a profile and upload a profile photo, add friends, see and comment on their friends posts, and like posts and comments.
Tech stack: Javascript, Node.js, MongoDB, Handlebars, Jest, Cypress, HTML, CSS

Gilded Rose: Inventory manager for a fictional shop. Items degrade in quality with each passing day depending on the special qualities of the item.
Tech stack: Javascript, Jest

Work experience

Elements SFX (Nov '20 to Oct '21)
Special Effects Trainee

I worked as part of a special effects company based in SW London. As well as learning how to use many wood and metalwork tools and skills, I had the chance to work on a lot of different effects including fire and pyrotechnics, smoke and haze, and water and rain. I worked on film and television sets including Silent Witness and Sky's The Baby.

Some effects I was involved with included:

- setting various things on fire like a kitchen, a boxing ring, and a moped,
- dropping two tons of water on a caravan,
- covering a street in Hackney in fake snow,
- running a bath (genuinely an effect)

Freelance Assistant Director and Runner (Oct '14 - December '19)

Worked on everything from blockbuster film productions to commercials and music videos. As an assistant director it was my responsibility to keep the production on time to make sure days did not run into overtime. I was also responsible for managing groups of background artists in groups of anywhere between ten to several hundred people.

Education

Makers Academy (July '22 - October '22)
Joined the Makers Academy bootcamp with hopes and dreams of emerging as a professional software engineer.
- Learned to work in a team environment using Agile methodologies to build exciting projects
- Met a bunch of wonderful people and was continually excited by code

University for the Creative Arts (September '08 - June '11)
Digital Film and Screen Arts - 2-2