Zach Eddy

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Summary

- I'm interested in web development because it comprises a wide spectrum of technical challenges, ranging from textbook Computer Science problems to design and user experience. Further, it affords an opportunity to gain hands-on experience with a variety of technologies at all levels of the stack (applications, databases, browsers, networks, etc).

Education

University of Puget Sound – Fall 2012 to Spring 2016
- **Bachelor of Science in Computer Science, Cum Laude**
  - Minor in Mathematics.
- **GPA:** 3.74
- **Dean's List**
  - Spring 2015, Fall 2015, Spring 2016
- **President, Upsilon Pi Epsilon Honor Society**
  - Offered to a small group of Computer Science students each year by department chair.
- **Edward G. Goman Memorial Scholarship**
  - Computer Science departmental scholarship awarded to four students each year.
  - Faculty-chosen recipients demonstrate an eagerness to learn and academic excellence.

Work Experience

Computer Science Tutor - University of Puget Sound – Fall 2015 to Spring 2016
- Selected by department to help students learn fundamentals and write code in a one-on-one context.
- Communicated and explained unintuitive concepts in a clear, concise manner.

Computer Science Teaching Assistant - University of Puget Sound – Spring 2016
- Answered questions and helped ~25 students during a weekly lab.
- Provided classroom assistance to professor David Chiu.

Hospital Intern - Kalispell Regional Medical Center – Summer 2012, Summer 2013
- Educated on HIPAA confidentiality guidelines in order to access electronic medical records.
- Observed high-stress procedures including open heart surgery, cardiopulmonary resuscitation, and emergency medicine.
- Assisted physicians and nurses in the cardiac catheterization lab, operating room, and emergency room.

Programming

Selected Code
- CS 440 - Capstone of Computer Science (Python) – *github.com/ZachEddy/ImageClassifier*
  - Independently built a convolutional neural network for image classification.
- CS 431 - Artificial Intelligence (Java) – *github.com/ZachEddy/CS_431*

Notable Projects
- Working on a machine learning project that automatically labels GitHub issues and pull requests.
- Wrote a Django application on a Raspberry Pi to locally control electronics in my house via phone, laptop, etc.
- Programmed a ray tracer to render simple three-dimensional scenes. I also added reflection, refraction, shadows, and textures.
- Created a small compiler that translated MiniJava into MIIPS assembly code.