



Zach Moss

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Professional Summary

Highly skilled Software Developer working to complete Master of Computer Science, seeking to expand professional experience in industry. Committed to leveraging expertise in C/C++, C# .NET, and Python software development - as well as proficient mathematical and analytical skills - to contribute to the success of dynamic organizations in the field.

Skills

- C/C++
- .NET C#
- Python
- Agile Software Engineering
- GitHub / Perforce
- Atlassian Confluence / Jira

Education

Master of Science in Computer Science – Georgia Institute of Technology Present - 2025

Bachelor of Science in Computer Science – Weber State University August 2022

****Magna Cum Laude – 3.88 GPA***

- Created production-quality Unity 3D game applications via C#; Leveraged agile and remote software engineering methods; interfaced with SQL and NoSQL databases; scripted in both Python and C# in Windows and Linux environments

Associate of Applied Science in Computer Science – Weber State University August 2021

****Honors – 3.8 GPA***

- Implemented standard data structures and algorithms in an object-oriented environment to create varied projects, including SQL databases, networking, C# Windows applications, and scripting

Certifications

Certified Associate Programmer C++ (CPA) – C++ Institute November 2021

Game Development Certificate (Unity 3D) – Weber State University April 2022