Zach Moss

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PROFESSIONAL SUMMARY

Proficient Graduate Student | Technical Artist contributing to success in the software and computer graphics industries. Confident in ability to effectively leverage Python, Adobe Suite, and Maya 3D within an agile software framework. Excellent collaborator in team environments as well as efficient independent self-starter. Committed to lifelong learning and firm believer in pursuit of excellence.

KEY SKILLS

Python Scripting	Adobe Suite	Agile Development
Maya 3D Modeling	3D Game Engines	Version Control
Machine Learning	3D DCC Pipelines	C / C++ Programming

PROFESSIONAL EXPERIENCE

Brevium Corporation   January 2025 – Present
Database Intern
- SQL database support internship for both current and incoming client data integration

Utah Valley University   November 2024 – Present
Maya 3D Modeler
- Prepared 3D models for printing and assembly alongside 3D modeling team
- Designed and created novel 3D models via Autodesk Maya through concept to completion
- Aided model team success through sharing Blender and Maya 3D expertise

Ameritech Data Solutions   February 2024 – April 2024
C# .NET Core Desktop Application Developer
- Spearheaded .NET Rest API development between multiple cloud-based SQL databases
- Modernized existing legacy applications as part of .NET team using agile software approach
- Integrated .NET desktop applications with Salesforce features via .NET Core

EDUCATION

M.Sc. in Computer Science – 3D Graphics & Technical Art	*Aug 2026, Utah Valley University
B.Sc. in Computer Science	Magna Cum Laude	Weber State University
A.A.Sc. in Computer Science	Honors	Weber State University
A.Sc. in University Studies	Utah Valley University

CERTIFICATIONS

C++ Associate Programmer (CPA)	C++ Institute
Certificate of 3D Game Development	Weber State University

TECHNICAL SKILLS

Visual Studio | Adobe Creative Suite | Autodesk Maya | Git | Jira | Unity3D | MS Office