

Zach Moss

Zachmoss31@gmail.com | Orem, UT

PROFESSIONAL SUMMARY

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

- Diagnose and correct database service connection errors via SQL Server
- Solve new and legacy error states with SQL program solutions
- Collaborate in team environment to troubleshoot complex cloud software service cases

Utah Valley University

November 2024 – Present

Maya 3D Modeler

- Implemented concept art workflows with team collaboration to match client expectations
- Created novel 3D models and 3D components via Autodesk Maya for project client
- Prepared 3D models and files for printing and assembly alongside 3D modeling team

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
- Implement novel features for C# to SQL integrations for future applications

EDUCATION

M.Sc. in Computer Science	*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