

# ZACHARY YARBROUGH

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## SUMMARY

- Ambitious Full Stack Developer with a background in UI/UX
- Adept in Test Driven Development and Object Oriented Design allowing for clean, concise code
- Proficient in Agile Scrum Methodology; flexible, fast learner that brings curiosity and passion to every project

## TECHNICAL SKILLS

**Languages:** JavaScript, HTML, CSS, Java, C#, Swift

**Computer Skills:** Git, Node, Express, React, Jest, Bootstrap, AJAX, jQuery, MySQL, Handlebars, MongoDB

## PROJECTS

**Mrs. Fantastic's Figurine Shop | Link to Game: <https://bit.ly/3guDk93>**

- Created a game with a small team using the Unity Game Engine
- Recorded version control and shared work through GitHub
- Implemented supporting features and systems using C#

**Tiko's Tail | Link to Game: <https://bit.ly/37jgzQI>**

- Worked with a team of students in the Unity Game Engine
- Used GitHub to collaborate and share work
- Deployed mechanics using C#

## EXPERIENCE

**Intern**

Jan 2020 – May 2020

**StoryFit**

Austin, TX

- Utilized critical thinking to regulate movie scripts and format them correctly to ensure AI runs smoothly when determining optimal markets and audience

## EDUCATION

**Bootcamp Certificate**

June 2021 - Dec 2021

**The University of Texas**

Austin, TX

- A 24-week intensive program focused on gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Firebase, Node Js, MySQL, MongoDB, Express, Handelbars.js & ReactJS.

**BSA in Arts and Entertainment Technologies**

Aug 2017 - May 2021

**The University of Texas**

Austin, TX

- Graduated with a GPA of 3.51 with a concentration in Game Design and a Certificate in Radio Television and Film

## HONORS AND AWARDS

**Eagle Scout**

Sept 2014

Council Number #576

Houston, TX