

ZACHARY YARBROUGH

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SUMMARY

- Ambitious Full Stack Developer with a background in UI/UX and Game Design
- 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#

Computer Skills: Git, Responsive Design, jQuery, AJAX, Node, Express, MySQL

PROJECTS

Mrs. Fantastic's Freaky 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#
- Enforced Agile/Scrum to monitor tasks

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#
- Utilized Agile/Scrum to actively manage assignments

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

Houston, TX