ZACHARY YARBROUGH

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LinkedIn: https://www.linkedin.com/in/zachary-yarbrough-7518351a2

GitHub: https://github.com/ZachYarbrough | Portfolio: https://zachyarbrough.github.io

- 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, Solidity, Java, C#, Swift

Computer Skills: Git, Node, Express, React, MongoDB, GraphQL, Jest, Bootstrap, AJAX,

jQuery, mySQL, Handlebars

PROJECTS

Reploy - Job Tracking Application | Live Website: https://reploy.herokuapp.com | Github Repo: https://github.com/abjj1999/Job-Tracker

- Created RESTful API routes with express
- Developed login authentication and authorization

Relief and Rotation | Live Website: https://www.reliefandrotations.com | Github Repo: https://github.com/itorres60/Project_III

- Created MongoDB Models and Schemas
- Created GraphQL Queries and Mutations
- Created Functionality in Front End

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

Freelance Work 2021 – Present

 Work on the back end of projects using the MERN stack, primarily focusing on MongoDB, GraphQL, and Express

Teaching Assistant 2U EducationJan 2022 – Present
Austin, TX

 Assist students enrolled in the UT Coding Bootcamp and answer questions pertaining to full stack development

EDUCATION

Bootcamp Certificate The University of Texas

June 2021 - Dec 2021

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 The University of Texas

Aug 2017 - May 2021

Austin, TX

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