

Zachariah Stratton

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*BS Computer Science graduate in August 2019 with extensive class experience in Data Structures, Algorithms and Game Design. Familiar with Java, JavaFX, JavaScript, C++, C#, SQL, OpenCV libraries and some Haskell.
Experience working in teams and on long term projects with specific deadlines.*

EXPERIENCE

TEXAS A&M CSCE 315- PROGRAMMING STUDIO (SUMMER 2016)

Artificial Intelligence and Parsing programmer

- Wrote a parsing program to sift a multiple thousand page document of data and interface into an SQL database.
- Wrote an AI back-end program for a fully functional mobile game in C++ and allowed it to interface with the front-end running Java.
- Worked in two different teams of 3 people to optimize workflow and successfully reached every deadline.

SKWERLHURLER DEV TEAM (FALL 2016 - PRESENT)

Art and Animation leader with minor programming

- Personally created all artwork and visible animations for a fully functional mobile game, as well as assisting in the programming and scripting.
- Worked in a team of 6 people and scheduled regular meetings and deadlines.
- Set up contributing programs to improve workflow. (Discord chat and filesharing server, github repository, shared documents and calendar for deadlines)

TEXAS A&M CSCE-452 - ROBOTICS AND SPATIAL INTELLIGENCE (FALL 2018)

Major UI Developer and backend-frontend linking

- Personally created all UI work (Using JavaFX framework) for 5 separate projects throughout the semester
- Lead my team through all deadlines, assigned tasks and monitored successful communication including conceptual decision making and summary reports.

EDUCATION

Texas A&M International University Laredo

Contributing classes for Bachelor of Science in Computer Science from August 2014 through July 2015.

Texas A&M College Station

Bachelor of Science in Computer Science in progress since July 2015.

- Graduation in August 2019

ADDITIONAL SKILLS

- Extensive experience in Unity game engine including C# scripting and Animating, HTML and CSS for web design, and JavaScript/Google Apps Script for developing a fully functional Google Docs plugin for Texas A&M CSCE 482 - Capstone Design.
- Multiple personal projects including, but not limited to: Game modification, data mining and deconstruction, QA testing, web design, and OpenCV image recognition software programming.