

Zachary Bournand

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EDUCATION

UNIVERSITY OF FLORIDA | FL, United States

B.S. IN COMPUTER SCIENCE

August 2021 – May 2024

- Minor in Communication Studies

Cum. GPA: 3.2

O'CLOCK CODING BOOTCAMP | Paris, France

IMMERSIVE FULL STACK JAVASCRIPT PROGRAM

November 2020 – May 2021

- Specialized for a month in back-end development of APIs and data handling

ST PETERSBURG COLLEGE | FL, United States

A.A. IN COMPUTER SCIENCE

August 2019 – August 2020

- Graduated with "Summa Cum Laude" |

Cum. GPA: 3.94

SANTA FE COLLEGE | FL, United States

August 2018 – August 2019

- Part of the Honors Program
- Game & Mobile App development club

LYCEE SAINT-ASPAIS | Melun, France

September 2015 – June 2017

- Educated K-11 in the Paris region

SKILLS

TECHNICAL SKILLS

 HTML  CSS  JavaScript
 Node.js  PostgreSQL  Python
 PHP  Symfony  C++
 Linux  Git

SOFT SKILLS

- Bilingual: English, French
- Oral & Written Communication
- Teamwork
- Problem-solving

EXPERIENCE

EYROLLES | SOFTWARE ENGINEER INTERN

INTERNSHIP | Paris, France

June 2021 – August 2021

- Built a Symfony application to search among thousands of publications, write reviews (called "coups de coeur"), and print them in banner format
- Developed Twig templates enhanced by a responsive design using CSS & Bootstrap framework
- Integrated PHP object-oriented design principles
- Designed a highly intuitive application to optimize the ease and speed of writing and printing reviews

WASTE PREVENTION OF MEDICAL PRODUCTS |
LEAD BACK-END DEVELOPER

PROJECT: O'MÉDOCS (TEAM OF 4)

April 2021 – May 2021

- Built and deployed an [e-commerce website](#) for medical professionals to buy and sell medicines that expire in a few months (otherwise thrown away)
- Reduces the annual waste of \$1.1 billion worth of medical products in France and helps hospitals cure more patients
- Created a RESTful API using Node.js/Express.js that only communicates (via CORS) with the front-end client built by the team in React/Redux
- Implemented JWT token-based authentication
- Performed SQL data migrations in PostgreSQL
- Led daily Scrum meetings

MINESWEEPER CLONE

SOLO SCHOOL PROJECT

April 2022 – May 2022

- Built a [clone of the Minesweeper game](#) in C++
- Created header and implementation files for classes that represent the board, the tiles, and the texture manager
- Implemented sprites to associate an image with each game asset
- Built a map to assign a texture to each asset option
- Used the SFML library to draw images and get mouse input