

ZACHARY D FRIEDMAN

Developer Designer

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SKILLS

JavaScript, Node.js, HTML5, CSS3, React, Vue, Redux, Adobe Experience Suite

EXPERIENCE

Front End Developer | Hyatt Hotels Corporation 2018 - 2020
Chicago, IL

Redesigned and optimized Hyatt's suite of websites
A/B tested to develop new features and functionality

Game Developer | Team ETHERNAUTS 2018
Chicago, IL

Front-end coder for the game ETHERNAUTS

QA Tester | iBeta Quality Assurance 2011 - 2012
Denver, CO

Tested pre-release consumer software

Management/Supervisor/Customer Service | Various 2011 - 2017
Colorado, Ohio, Wisconsin

Built skills as a Bank Manager, Bookstore Employee, University Library Assistant

PROJECTS

Axis of Eval 2019
Work-in-progress: iOS game centered around device rotation

Chrome Boss | github.com/ZacharyDudley/ChromeExtensionManager 2018
An extension for easily enabling/disabling other extensions

Tetris | github.com/ZacharyDudley/tetris-app 2018
A mobile app tetris game
Built with JavaScript (ES6), Node, and React Native

Chessball | github.com/ZacharyDudley/chessball 2018
Work-in-progress: two-player strategy board game
Built with JavaScript (ES6), Node, React/Redux, and Firebase

Domination | domination-squad.herokuapp.com 2017
A recreation of the game Risk, playable over the internet
Features player v player and player v AI capabilities
Programmed combat and designed user interface

Personal Portfolio | zacharydfriedman.com 2017
A single-page app (SPA) showcasing personal projects
Built with JavaScript (ES6), Node, and React

EDUCATION

Fullstack Academy of Code | Chicago, IL 2017
Software Development Immersive

Milwaukee Area Technical College | Milwaukee, WI 2017
Associate of Applied Science: Computer Simulation and Gaming

University of Akron | Akron, OH 2012
Courses toward Masters in English

Miami University | Oxford, OH 2008
Bachelor of Arts: Philosophy