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Zachary Holme

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Education

Madison WI	University of Wisconsin	Sept 2020 - May 2024

- B.S in Computer Science and Data Science. **GPA: 4.0**
- **Completed Coursework:** Programming 2, Programming 3, Intro to Computer Engineering, Data Programming 1
- **Current Coursework:** Data Programming 2, Statistics 1, Discrete Mathematics

Projects

Nes Emulator (In Progress): C++, SDL2
- Working on emulating the NES game console architecture
- Currently have a cycle accurate 6502 CPU implementation

Maze Generator/Pathfinder: HTML, CSS, JS, React, Netlify
- **URL: everythingmazes.netlify.app**
- Webapp that visually demonstrates 10 maze generation algorithms and 6 pathfinding algorithms
- Easy to use controls and visually appealing animations

Conway's Game of life: HTML, CSS, JS, Flask, Python, Heroku
- **URL: golclone.herokuapp.com**
- Interactive implementation of GOL on a toroidal array
- Easy to use controls with a speed controller and generation counter

Chip 8 Emulator: C++, SDL2, Python, Pygame
- Implemented two Chip-8 Emulators
- Runs ROMS such as Pong or Tetris

Languages and Technologies

- Html, Css, Javascript, Java, Python, C++, R, SQL
- Git, Github, Linux, Vim, Vscode, Eclipse, RStudio

Clubs / Extracurriculars

- Software Engineering Club
- Data Science Club