





Zachary Hammes

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Experience

JUNE 2021 - PRESENT

Software Engineer Intern, Calspan Aero Systems Engineering, Inc – Saint Paul, Minnesota

- This position focuses on developing software for airplane engine testing.
- Developed and implemented a unit conversion software in Python and LabView for engine vibration simulators that is currently used by 37 employees.
- Developed and reformatted internal engine configuration files in JavaScript to increase productivity for employees.
- Built a Graphic User Interface to render and help assist the user to search for entries in the configuration file.

Projects

Custom Built Dungeons and Dragons Table – Java, Python, and Arduino

- Designed and created a GUI program which connects to an Arduino Board to control a strip of LEDs to create certain visual effects to enhance the Dungeons and Dragons experience.
- Used the Arduino software these create visual effects that simulate the player's current environment.
- Used Python to create visual health bars for the players that enter combat. The number of LEDs lit decrease when a player takes damage and increases when the heal up.
- Implemented test cases in Java to ensure the player's current health was calculated correctly.

Conway's Game of Life – Java

- Implemented Machine Learning to determine whether a cell's future generations would be dead or alive, based on certain criteria.
- Conducted meetings, assigned tasks, and ensured deadlines were met.
- Designed test cases to test whether the cells were correctly alive or dead.

Education

SEPTEMBER 2018 – MAY 2022

University of Saint Thomas - Bachelor's Degree, Computer Science

Skills

Java • Excellent Communication and Written Skills • Leadership Skills • HTML • JavaScript • Design, Testing, and Error Checking Skills