

ZANE O'DELL

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EDUCATION

MICHIGAN STATE UNIVERSITY

East Lansing, MI

Bachelor of Engineering, Major in Computer Science; GPA: 3.8

September 2020- May 2024

Minor in Game Design and Development

EXPERIENCE

CLAIMS SYSTEMS INTERN- AUTO OWNERS INSURANCE

MAY 2023-August 2023

- Developed systems used in the insurance claim structure
- Learned about and used Java-based development frameworks

COMP ARC UNDERGRADUATE LEARNING ASSISTANT

SEPTEMBER 2022-December 2022

- Assisted in teaching students with computer organization and architecture fundamentals
- Helped students in class help room with assignments including logical circuits and programming with C and ARM Assembly

MSU PROGRAMMING FELLOWSHIP

June 2020-August 2020

- Gained knowledge of computer science concepts with a focus on Python

PROJECTS

REACT/JAVASCRIPT/CSS

- Created website portfolio whilst learning react principles

PYTHON/C++

- Wrote programs to understand various searching and sorting algorithms
- Constructed applications representing an aquarium and more using principles of class design
- Wrote basic networking client and server applications as well as a mail server and proxy server

GAME PROJECTS USING THE UNITY GAME ENGINE AND C#

- 2D Shooter, 2D Platformer, 3D Shooter
- Merchant of Death- 2D Pac-Man style game
- Break and Enter- 3D FPS style game
- Ragnarocket- Viking Badminton action game
- Fading Memories - 3D Storytelling Puzzle Game
- PizzaKai- 2D Action platformer in a Pizza World

ARM ASSEMBLY

- Programmed John Conway's The Game of Life
- Programmed Fractal Imagery
- Programmed Image Pixelator

AWARDS/HONORS

- National Honor Society
- 2nd Place: News Writing - Michigan Interscholastic Press Association (MIPA)

ACTIVITIES

- Member of Spartan Hackers Student Organization
- Spartahack Hackathon 2022 Participant