ZANE O'DELL

East Lansing, MI 48823 • zanemodell@gmail.com • https://zanemodell.github.io/react-portfolio/ • + 1 (989)-430-9397

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**

- Assisted in front-end web app development using the Angular framework, and learned the fundamentals of front-end web development
- Gained experience in a professional team environment by communicating with teammates over Slack and Webex, making professional team-related work more familiar
- Became accustomed to workflow methods and software, such as JIRA and Confluence, which helped facilitate an agile development process

COMP ARC UNDERGRADUATE LEARNING ASSISTANT   **September 2022-December 2022**

- Assisted in teaching students with computer organization and architecture fundamentals, by helping them via in-person help rooms and answering questions in an online class forum, increasing students' understanding

MSU PROGRAMMING FELLOWSHIP   **June 2020-August 2020**

- Studied the basics of Python through reading slideshows and writing Python code, which greatly increased understanding of basic programming concepts

PROJECTS

WEB DEVELOPMENT

- Learned the principles of the React framework, through creating a portfolio website, which increased knowledge of web development frameworks
- Developed features and fixed bugs for corporate-level Angular applications, giving the user a more pleasant experience

PYTHON/C++

- Wrote programs to understand various searching and sorting algorithms by completing school projects
- Constructed applications representing an aquarium and more for school projects, using principles of class design in order to understand object-oriented design
- Wrote basic networking client and server applications, as well as a mail server and proxy server, as school projects to simulate computer networking

GAME PROJECTS USING THE UNITY GAME ENGINE AND C#

- Merchant of Death- 2D Pac-Man style game that taught Unity's basic systems and UI element manipulation
- Break and Enter- 3D FPS style game that taught 3D Unity concepts, and methods to work with other Unity systems, including AI
- Ragnaracket- Viking Badminton action game that had a heavy emphasis on the player controller and camera movement, alongside its high-paced gameplay
- Fading Memories - 3D Storytelling Puzzle Game that heavily relied on an event system from an external Unity package, and taught an understanding of Unity systems outside of base implementation
- PizzaKai- 2D Action platformer in a Pizza World that has various weapons and game systems working together

ARM ASSEMBLY

- Programmed John Conway's The Game of Life, fractal imagery, and an image pixelator for school projects in order to increase knowledge of ARM assembly