

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

SOFTWARE DEVELOPMENT INTERN

MAY 2023-August 2023

- Learning React and JS and updating old systems to be more modern and practical
- Worked in an environment with various other interns in an in-person work environment

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

JEFFERSON MIDDLE SCHOOL TUTOR

October 2019-March 2020

- Assisted children with mathematics tutoring

PROJECTS

REACT/JAVASCRIPT/CSS

- Created website portfolio whilst learning react principles
- Used in an internship to update old systems

PYTHON/C++

- Wrote programs to understand various searching and sorting algorithms
- Constructed applications representing an aquarium and more using principles of class design

GAME PROJECTS USING THE UNITY GAME ENGINE

- 2D Shooter, 2D Platformer, 3D Shooter
- Merchant of Death- 2D Pac-Man style game
- Break and Enter- 3D FPS style game

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