

Zeta Lenhart-Boyd

She/Her/Hers

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Career Objectives

Computer Science graduate with an interest in web and app development, looking for an entry level role. Eager to collaborate, innovate, and continue learning.

PROJECTS

Floaty Ball — Swift

iOS App Development

Developed an action game incorporating multi-touch object manipulation, behavior that evolves as game play progresses, collision detection, sound effects, and menus. Implemented in Swift using the XCode development environment.

Soul Janitor — C#

Unity Game Development

Programmed a first person shooter game with the goal of getting through the building by finding keys and avoiding or killing ghosts and monsters. 4 person team created this game, two programmers, one writer, and one game designer

Robot — Java

Robotics Design and Implementation in IntelliJ

Built and programmed a small mobile robot to navigate an obstacle course by processing signals from its color and distance scanners in order to plot its path and interact with objects. Features included: Adjusting direction and speed of movement based on sensor data, wall-following, “parallel parking”, and touching objects with its arm.

EDUCATION

Elon University

AUG 2019 - MAY 2023

Computer Science, BA

Game Design Minor

GPA: 3.32

President's List - Fall 2021

Dean's List - Spring 2023

SKILLS

HTML, CSS, Javascript, Java,
Python, SQL, C#, Swift, Prolog

DEVELOPERS

XCode
Visual Studio Code
Unity
Pycharm
Spyder
MySQLWorkBench

RELEVANT CLASSES

Web Development
Programming Languages
Mobile App Development
Organization / Architecture
Database Systems