

Zachary Krausman

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Work Experience

Philips

Cambridge, MA

Software Development Engineer

January 2021 - Present

- Wrote fully test covered client programs in our internal C# frameworks that cover a wide variety of use cases (real-time integrations, multiple file formats, etc....)
- Created Python tools to manage data and perform mass operations using our third-party SMS provider's (Twilio) API
- Worked with non-technical team members to patch/expand existing client programs (using internal C# frameworks)
- Wrote LINQ queries to investigate client requests/issues as well as occasionally compile data requests for clients
- Maintained programs on legacy versions of our C# frameworks, supporting deprecated and nuanced features
- Worked to migrate client programs from legacy C# frameworks to modern C# frameworks
- Re-defined Twilio workflow to decrease cost and decrease management time
- Made C# framework improvements to add logic for unique use cases
- Optimized recurring LINQ queries to improve system performance

Autonodyne LLC

Boston, MA

Software Engineer

January 2019 - December 2020

- Collaborated with a small team of developers to rapidly develop and enhance a platform-agnostic common control station designed for a wide range of small to medium sized autonomous vehicles (drones, rovers, planes)
- Designed architecture of and wrote GIS subsystem (Unity, C#) for common control station both Windows and Android platforms on a variety of form factors (21:9 monitor, tablet, phone).
- Wrote efficient code for displaying and caching a variety of basemap layers from local and remote sources (Bing Maps, USGS WMTS, OpenStreetMap).
- Created a worldwide 3D map layer derived from elevation data in Python and Blender and efficiently integrated it into our software with C#.
- Created a multitude of developer tools in Unity with C# to simulate testing conditions and speed up development time.
- Wrote code to display map overlays derived from various datasets using Python and C#.
- Wrote code to optimize application performance in C#.

Autonodyne LLC

Boston, MA

Software Engineer Intern

June 2017 - August 2018

- Wrote code generator in Python/C++ to create message classes for UAV operation.
- Wrote code generator for a supported message set in Python/C++.
- Created Unity applications for Microsoft HoloLens as proof of concept.

Education

University of Massachusetts Lowell, GPA 3.2

Lowell, MA

Bachelor of Science in Computer Science

May 2019

Minor: Economics

Skills & Interests

- **Programming Languages:** C#, Python, JavaScript, .NET, C++, C, HTML/CSS
- **Development:** LINQ, Node.js, NPM, Bootstrap, GDAL, QuantConnect, Pandas, Twilio
- **Applications:** Azure(DevOps/Portal), Unity, Visual Studio, Blender, Git, Bitbucket, Jira, Microsoft Office
- **Platforms:** Windows, Android (Unity), Windows Mixed Reality(HoloLens, Unity), Linux (Ubuntu)
- **Interests:** Gaming, Investing, Economics, Tech, Travel, History