Zephyr Astra

Software & Hardware Engineer

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🔼 (zephyr-astra)

Burbank, CA

OBJECTIVE Inventor, creator, and developer. Looking for creative & technical team to work with.

EDUCATION (2014 - 2018). Bachelor of Science (Major: Media Technology).

Woodbury University, Burbank, CA

SKILLS Programming Language: JavaScript, Python.

Library & Framework: React, jQuery, Express, WebRTC, Socket.IO, aiortc, OpenCV

Visual Programming: TouchDesigner, MaxMSP.

Adobe: Dreamweaver, Illustrator, In-Design, Photoshop, After Effects, Premiere.

3D Modeling & Animation: Maya, Rhinoceros 3D.

Game Development & VR/AR: Unity, HTC Vive, HoloLens.

Digital Fabrication: 3d Printing, Laser Cutting.

Version Control: Git.

Microcontroller: Arduino, Raspberry Pi.

OS: Linux, MAC, Windows.

EXPERIENCE (2019 - 2021). UI Developer, SeePoint, LLC, CA

Executed research and development in kiosk technology and software.

Built add-ins for custom kiosk software.

Created user contents for customer.

(2018 - 2019). IT Support, IFERS (Nonprofit), CA

Performed advertising and client relations management tasks.

Carried out hardware repairs and software installments for the team.

(2017). Interactive Design Intern, VirtuLabs, CA

Composed digital interactive experience with TouchDesigner.

Worked with various hardware such as laser light technology, DMX controller,

Ether Dream, smoke machine.

(2016 - 2018). IT Support, Woodbury University, CA

Performed on campus networking (Switch, Router installation).

Helped students troubleshoot devices (PC, MAC, 3D & Laser Printers).

PUBLICATION Sakeeb, M. Communication: ACM - Computers in Entertainment. 2015.

https://cie.acm.org/blog/communication/