Zachary Williams

CONTACT INFORMATION

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EXPERIENCE

WillowTree ▪ *Engineering Intern* Summer 2019
Worked as an iOS software engineer. Worked on production code for a client, and a greenfield internal app. Used Swift, Firebase, and JS. Built production-ready Git repositories.

Zachary Williams' Design   Summer 2018
Freelance. Worked 1-on-1 with clients to design websites, advertisements, and desktop software.

Contrast Security ▪ *Intern*   Summer 2016
Worked as a UX designer in a DevOps environment. Designed the company's iOS app, optimized their website for responsive design, and conducted UX review meetings.

KDG Advertising ▪ *Intern*   Summer 2014
Apprentice to lead designer. Responsible for company logos, t-shirt designs, social media designs, and customer interviews.

SKILLS

Proficient ▪ DevOps, Agile, Swift, Java, Python, Git/Github, HTML/CSS/SCSS, iOS Dev., Web Dev., UX/UI Design

Familiar ▪ Javascript, React, C#, C, Unity, UE4, HTTP, Low-Level Programming, Linux Architecture, Networking

ACTIVITIES & ORGANIZATIONS

- BrickHack4 Hackathon   (2018)
- RIT Computer Science House   (2017-2018)
- RIT Overwatch Esports Team   (2017-2019)
- Bitcamp Hackathon   (2017)
- UMD Programming Contest   (2017)
- Taught Swift & iOS Coding Class   (2014)
- FIRST Robotics Team   (2013)

EDUCATION

Rochester Institute of Technology ▪ *New York*
Bachelor of Science in Web & Mobile Dev.
Expected Graduation: May 2021

PROJECTS

Weeks ▪ *github.com/zachary-williams/weeks*
A simplistic credit-based habit tracking app. Written in Swift. Implemented using SwiftUI, CoreData, and iCloud.

Make-N-Share ▪ *makenshare.com*
A web app for crowd-sourced 3D printing. Responsible for the front-end of the app, using fully custom HTML and CSS. Built alongside a team of 3 other people during the BrickHack4 hackathon.

NIKHEDONIA ▪ *goo.gl/TYLkDM*
A turn-based strategy game for iOS based on the board game *Go*. Implemented with the SpriteKit framework and a Model-View-Controller structure.

Rock, Paper, Scissors, RUSH! ▪ *goo.gl/Hn5KjT*
An iOS game developed in Swift as a personal project, and published in the App Store. Learned about many core iOS development concepts, such as core data and auto-layout constraints.

TrailHub ▪ *devpost.com/software/trailhub*
A web app for planning camping trips with friends. Designed and built the front-end. Worked on it with a team of people during Bitcamp 2017.

VIEW MY WORK

Website   zacharywilliams.me
GitHub   github.com/zachary-williams
Dribbble   dribbble.com/zachary-williams