Christopher Zuis

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Work Experience

Booz Allen Hamilton
Technologist Consultant
May 2019 — Present

- Contributed to the development of Web Application with React frontend, .NET backend, and SQL Server database
- Optimized communication between frontend and backend by cutting load times from up to 40 seconds down to 3.

Summer Games Intern
June 2018 — August 2018

- Designed and developed the frontend for a rapid, high-risk, android application prototype within the span of 10 weeks
- Assisted in the development of the backend design, and database design
- Both facilitated and participated in daily scrum meetings and weekly stakeholder presentations

Duxbury Systems Inc.
Junior Full Stack Developer
June 2015 — May 2018

- Worked as Frontend, Backend, Database, and DevOps developer for new projects in the initial development and deployment phases.
- Designed and deployed internal website for creating and managing employee timesheets
- Developed online order form to automate the process of customers purchasing updates to their software
- Updated and maintained a web based administrative control panel used to manage user accounts

Education

University of Pittsburgh, Pittsburgh PA
January 2017 – April 2019

B.S. in Computer Science with concentration in Artificial Intelligence and Data Science. Graduated Magna Cum Laude, with departmental honors.

Rochester Institute of Technology, Rochester NY
August 2015 - December 2016

Software Engineering

Projects

Minesweeper - Machine Learning AI

Created an AI to solve the popular game, Minesweeper, by implementing and training a Neural Network.

Quacc.org - Blockchain Static Code Analysis
Undergraduate Research

Lead a team of 3 to run static code analysis on a variety of cryptocurrencies. The analysis ranges from test coverage statistics to basic code linting.

Couch Potato VR
Winner of 2017 Riot Games Hackathon

Created an immersive virtual reality video watching experience with real time events. The entire project was designed and developed with a team of 5 others across the span of 72 hours.

Links

linkedin.com/in/chriszuis
github.com/cczeus
ccze.us

Skills

Programming Languages
Python, Javascript (ES6, TypeScript), Java, HTML/CSS, C, XML, C#, Bash, MatLab, Ruby, LUA, SPIN/Promela, and Assembly

Frameworks & Libraries
NodeJs, React, Express, Django, Ruby on Rails, Webpack, Apache, NumPy, Unity, Synaptic, Android, and Neurotechnology

Databases
MySQL, MongoDB, SQLite, Microsoft Access

Tools & Platforms
Git, AWS, Docker, VMWare, CVS, UML, Lcov, Lizard

Awards & Honors

Competitions
1st - Blockchain Optimization
1st - Frogger AI

Hackathons
1st - Riot Games 2017
TartanHacks 2018
SteelHacks 2018
HackNYU 2018

Coursework

University of Pittsburgh
Intro to Machine Learning
Intro to Computer Vision
Intro to Artificial Intelligence
Software Quality Assurance
Algorithms and Implementation
Intro to Operating Systems
Computer Organization and Assembly Language
Intro to Systems Software
Intermediate Web Design and Development
Formal Methods in Computer Science

Rochester Institute of Technology
Discrete Mathematics for Computing
Data Structures
Mathematical Models of Software Engineering
CS Theory
Personal Software Engineering
Intro to Software Engineering