Christopher Zuis

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Work Experience

Summer Games Intern
Booz Allen Hamilton
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

Junior Full Stack Developer
Duxbury Systems Inc.
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 – Present (Expected April 2019)

Pursuing a B.S. in Computer Science with concentration in Artificial Intelligence and Data Science

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

While attending, majored in Software Engineering

Projects

nurf.gg - Analytical Website

Working in a team of three people to parse through large amounts of data from an API in order to generate meaningful statistics for the popular game League of Legends.

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

Leading a team of 3 others to run static code analysis on a variety of popular cryptocurrencies. The methods of analysis range 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

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