

# Christopher Zuis

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## Professional Experience

Booz Allen Hamilton, Westborough, MA

*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., Westford, MA

International Leader in Braille Translation Software

*Junior Full Stack Developer*

*June 2015 – Present*

- 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)*

- Majoring in Computer Science with focus on Artificial Intelligence and Data Science
- Relevant Classes: Intro to Artificial Intelligence, Intro to Machine Learning, Intro to Computer Vision, Computer Organization and Assembly Language, Intro to Systems Software, Algorithms and Implementation, Intermediate Web Design and Development, and Formal Methods in Computer Science

Rochester Institute of Technology, Rochester NY

*August 2015 – December 2016*

- While attending, majored in Software Engineering
- Relevant Classes: Discrete Mathematics for Computing, Mathematical Models of Software Engineering, Personal Software Engineering, Intro to Software Engineering, CS Theory, and Data Structures.

## Projects

nurf.gg – Analytical Website (Ongoing)

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 – Self-Learning AI

Created an AI to solve the popular game, Minesweeper, using a type of Neural Network called a Perceptron.

## Contact Info

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## Skills

### Languages

Javascript (ES6, TypeScript), Python, Java, C, LUA, Ruby, SPIN/Promela, HTML/CSS, Bash, Assembly, MatLab

### Frameworks / Libraries

NodeJs, React, Express, Django, Webpack, Apache, NumPy, Synaptic, Android, Neurotechnology

### Databases

MySQL, MongoDB, SQLite

### Tools

Docker, Git, VMWare, CVS

### General

Working in a Team, UI/UX Design, Database Normalization, REST API, Securing a Server, Public Speaking

### Hackathons

1<sup>st</sup> place - Riot Games (2017)

TartanHacks (2018)

SteelHacks (2018)

HackNYU (2018)