

# 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, database design, facial recognition implementation, and connection between an android phone and Raspberry Pi
- Both facilitated and participated in daily scrum meetings and weekly stakeholder presentations
- In the process of obtaining a secret security clearance

Duxbury Systems Inc., Westford, MA

International Leader in Braille Translation Software

*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

Rochester Institute of Technology, Rochester NY

*August 2015 – December 2016*

- 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.

University of Pittsburgh, Pittsburgh PA

*January 2017 – Present (Expected April 2019)*

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

## 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

### 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)