Joseph Zieg

27 Isham St Burlington, VT 05401 | (781)-879-5248 | jzieg@uvm.edu

EDUCATION

University of Vermont (UVM) – GPA 3.2, Burlington, VT Expected May 2019
Bachelor of Science in Computer Science, Minor in Physics

Technical Skills & Relevant Coursework:

- Python, C/C++, Java
- Linux, OS X, Windows, command-line, web scraping, visualization, cybersecurity practices
- Reinforcement Learning, Computer Architecture, Algorithm Analysis, Algorithm Design, Software Engineering, Calculus (3 levels), Linear Algebra, Differential Equations, Newtonian Physics (2 Levels), Computational Physics, Relativistic and Quantum Physics

WORK EXPERIENCE

UVM, Burlington, VT Jan 2019 – Present
Research Assistant, Laboratory Teaching Assistant

- Participated in bioinformatics research with a professor, working hands-on with a custom multiple sequence alignment RNA folding software.
- Worked as a laboratory TA to help students diagnose and troubleshoot various hardware/ software issues on Raspberry Pi including networking, databases and web dev.

UVM Tech Team, Burlington, VT November 2016 – Present
Student Tech

- Provide professional and expedient service for students and faculty
- Diagnose hardware & resolve software issues for Windows, Macintosh and Linux platforms, both remotely and in-person

Jacobs Technology, Kennedy Space Center, FL May 2018 – August 2018
IT Technician I

- Wrote a data organizing script to assist team members in resolving issues in build process
- Created automated regression test framework incorporated into a NASA software product, requiring telemetry decoding, networked processes and data transmission.
- Worked in an Agile-style development team to test and fix non-conformances present in the product

PROJECTS

Robotics Design Project, Burlington, VT
https://github.com/jfzieg/JEAP-Autonomous-Project

- Designed and created an autonomous, obstacle avoiding rover prototype working in a team of 4
- Presented at UVM's CS Fair to faculty and employers

C++ Group Project, Burlington, VT

- Designed and wrote a maze game in C++ working in a team of 3, using version control to collaborate on design and code work
- Presented at UVM's CS Fair to faculty and employers

Java Project, Burlington, VT

- Designed, wrote GUI and simulation engine for a simple game using JavaFX, designed a 2-D vector physics engine allowing simulation of particles on screen
- Presented at UVM's CS Fair to faculty and employers

EXTRACURRICULARS

UVM Rock Climbing Team, UVM Cycling Team, Surfing, Backcountry Skiing, Ice Climbing