

# JOSEPH DANIEL ZOLAND

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## SKILLS

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### **Languages:**

JavaScript  
Python  
Swift 3

### **Front-End Development:**

CSS3  
HTML5

### **Frameworks:**

AngularJS  
Bootstrap  
Core Motion  
Core Data  
Django  
Flask  
Node.js  
SpriteKit

### **Libraries:**

JQuery  
Express  
Mongoose.js  
Pandas  
ReactJS  
Socket.IO

### **Databases:**

NoSQL (MongoDB)  
SQL (MySQL, SQLite)

### **Methodologies:**

CRUD Operations  
OOP  
MVC  
Scrum/Agile

### **Other Technical:**

Atom  
AWS  
Git  
GitHub  
Unity (C#)  
Xcode

### **Miscellaneous:**

GoogleScholar  
ProQuest  
PsychoPy  
Qualtrics  
SPSS

## PROFESSIONAL SUMMARY

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Developer with formal training in Javascript, Python, and Swift, and a M.A. degree in psychology tailored towards education and technology. Prior experience developing applications, from concept development through completion. Willing to relocate if a position is an excellent fit.

In the past, worked primarily as a project director and teacher. Very experienced with education, psychology, research methods, and statistics. With the aid of a collaborative team, eager to overcome new challenges and to continue engaging in lifelong learning via coding.

## TECHNICAL EXPERIENCE

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### **VALLEY MEDICAL CENTER FOUNDATION**

San Jose, CA

#### **Developer**

08/2017-Current

- Learned the fundamentals of ReactJS and Scrum/Agile methodology
- Focuses primarily on the backend (e.g., recording users in database)
- Shares progress updates in daily Scrum meetings and bi-weekly sprint meetings to facilitate transparency, inspection, and adaptation
- Note: This project is a silent bidding site for an annual fundraising auction; technologies include MongoDB, Express, ReactJS, and Node.js

### **CODING DOJO**

San Jose, CA

#### **Triple Black Belt Certificate of Completion**

05/2017

- Studied the Python, MEAN, and iOS stacks
- Completed 1000 hours of instruction within a very intense curriculum
- Obtained the highest honor upon graduation, "Triple Black Belt", which requires the creation of a near-perfect representation of a webpage from a wireframe in less than 4.5 hours, for each of the 3 stacks

## OTHER EXPERIENCE

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### **SOCRATIC TECHNOLOGIES**

San Francisco, CA

#### **Research Associate - Project Director**

03/2015-12/2016

- Achieved promotional advancement through highly successful management of all stages of numerous projects
- Spearheaded the company's movement towards Python/Pandas
- Annotated the 300+ item change log and wrote the 2200+ lines of SPSS syntax for a high-profile survey

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## EDUCATION

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### SAN JOSE STATE UNIVERSITY

San Jose, CA  
*Master of Arts, Psychology,*  
*December 2013*

- Thesis: "Attention Restoration Theory in Gaming as it Pertains to Subsequent Academic Learning"
- Presented thesis at Western Psychological Association Conference in 2013
- Awarded Frank D. Payne Memorial Scholarship; 4.00 GPA

### SAN JOSE STATE UNIVERSITY

San Jose, CA  
*Bachelor of Arts, Psychology,*  
*May 2011*

- Graduated summa cum laude; 4.00 SJSU GPA

## HOBBIES

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- Playing video/board games
- Game development (Unity)
- Reading
- Tennis
- Hiking

## OTHER EXPERIENCE (CONTINUED)

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### FUN & EDUCATIONAL CLUB

San Jose, CA

#### **Chess Instructor**

10/2014-11/2014, 09/2008-08/2011

- Independently retained control of 14 children, largely energetic kindergartners, in a fast-paced setting
- Simultaneously taught and supervised student groups of diverse skills levels (i.e., beginners through experts)
- Continuously improved competence through self-directed learning

### TUTORING CLUB

Los Gatos, CA

#### **Tutor**

07/2011-06/2012

- Quickly triaged each student's needs in groups of 3 via attention to detail and sound judgment
- Encouraged students who were struggling and facilitated excitement during student successes
- Developed effective study skills in students, largely through the utilization of psychology background

## CODING PROJECTS

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### RED DUDE (JavaScript)

- Used JavaScript to make a side-scrolling platformer game, similar to levels in the Mario Bros. series. The camera forces the player to move from left to right, and the player must keep hopping across platforms until he/she falls. This was a solo project.
- Created all of the sprite textures using free software called Piskel.
- The game has three platform heights (low, middle, and high) and three types of platforms (stationary, vanishing, and ascending). Platforms are randomly generated. As time progresses, difficulty increases due to a steady increase in camera speed.

### TETRIS NATURES (iOS/Swift 3)

- Used SpriteKit to create a game where blocks are moved to make matches, similar to Bejeweled. This was a solo project.
- Created all of the sprite textures using free software called Piskel.
- The game implements an advanced pattern-matching algorithm that runs on a fixed time interval. For example, the algorithm can determine if there is a match of three vertically and a match of three horizontally (e.g., "L" shape). Upon determining a match, the game uses a sound effect to notify the player and deletes the matching blocks; the remaining blocks then fall into place.
- The aforementioned functionality was created within just one week.