JACK ZGOMBIC

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EDUCATION

Rensselaer Polytechnic Institute (*Cumulative GPA 3.79*)   **Troy, NY**
B.S. in Computer Science, Minor in Information Technology & Web Science   *Expected Dec 2025*

Villanova University (*Cumulative GPA 3.83*)   **Villanova, PA**
B.S. in Computer Science (Transferred)   *2022-2023*

Relevant Coursework: Data Structures, Algorithms, Database Systems, Software Design & Documentation, Principles of Software, Operating Systems, Programming Languages, Computer Organization

EXPERTISE

Languages: Python, C#, Java, SQL, C/C++, HTML, CSS, JavaScript, Dart

Libraries/Frameworks: React, Node.js, Flutter, FastAPI, Django

Tools/Software: Visual Studio Code, Unity, Blender, Looker, Vercel, Firebase, Omni Analytics, Supabase, AWS

WORK EXPERIENCE

Hiveclass   **New York, NY (Remote)**
Backend Software Engineer   *June 2023 - Present*

- Analyzing database information using SQL and Omni Analytics to present business insights to executives
- Writing endpoints using JavaScript to create a consistent and secure client-facing product API
- Designing foundational database schemas to support new features and a completely overhauled product
- Collaborating with and training non-technical superiors to automate workflows and increase efficiency

PERSONAL PROJECTS

Super Golf | *C#, Unity, Blender*   *January - February 2022*

- Developed in the Unity game engine over a period of two months to create a multiplayer golf video game
- Scripted game logic using C# to calculate scores, manage players, and display visual effects
- Employed Unity's built-in tools to implement graphical user interfaces and shader scripts
- Updated the game one year later to add accessibility features and fix bugs from initial release

Plancake | *Python, Django, Supabase, PostgreSQL*   *September 2024 - Present*

- Designing a database with PostgreSQL for reliable data storage and flexible feature usage
- Implementing a back-end in Django to achieve reliable and secure communication between client and database
- Documenting project planning and progress for the purpose of accountability and organization
- Practicing an agile development workflow with a team of 5 developers to ensure consistent progress

Project CARPI | *Python, FastAPI, MySQL*   *December 2023 - Present*

- Organizing back-end data storage using a MySQL database to increase platform reliability and efficiency
- Designing a custom course search algorithm with SQL to present relevant information for students
- Working closely with the project lead to properly organize the project back-end for scalability
- Collaborating with a team of 10 developers through a Git workflow to ensure organized code

ChatKeyPT | *Dart, Flutter, Firebase*   *May - August 2024*

- Deployed an iOS and web application built with Flutter, achieving 350+ app downloads and 150+ user accounts
- Maintained a total development cost of $10 over 3 months to prove the platform's cost efficiency
- Designed the application with a highly reactive interface to ensure proper operation on a variety of platforms
- Implemented a secure back-end using Firebase to handle data storage and user authentication