Zander Preston

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Objective

A dedicated computer science undergraduate student who is beginning to attain professional development experience in web and software development. Worked on applications in a team environment, requiring substantial critical thinking, interpersonal verbal and written skills, and a drive for personal development.

Education

Computer Science (Bachelor of Science)   **GPA: 3.94**   **Expected Graduation: May 2024**
University of Central Florida – Orlando, FL

Skills

- **Programming Languages**
    - JavaScript, Node.js – Advanced
    - HTML, CSS – Intermediate
    - Java, Gradle, Maven – Intermediate
    - Python, Django, Flask - Intermediate
    - C – Intermediate

- **Software**
    - Version Control (Git) – Intermediate, in both a solo and team environment
    - Databases (MongoDB, MySQL) – Intermediate
    - Microsoft Office – Intermediate, Microsoft Office Specialist certified (2017)
    - Autodesk Inventor – Beginner, Autodesk Inventory Professional certified (2018)

Work Experience

Web Developer (Techranger)   **Aug. 2022 - Current**
UCF Center for Distributed Learning
- Worked with university professors in creating accessible and appealing online courses
- Assisted in development documentation of custom tools and integrations for education.
- Used usage data of applications to improve student performance, retention, and learning outcomes.

Projects

Able Player (UCF)   **Aug. 2022 – Current**
- An extension for the Canvas LTI that lets users upload captions for pre-existing videos online, providing an interactive transcript for viewers to follow along. Used by over 14,000 professors, faculty, and students to make online learning accessible. Created using Flask, Django, and JavaScript, using a MySQL database.

Liar's Dice Browser Game – KnightHacks Hackathon 2021   **Nov. 2021**
- A small local browser game based on Perudo. Taught use of JavaScript and creation of appealing browser pages for user experience. First use of version control (Git) in a team environment.

Vortox Bot   **Oct 2021 – Current**
- Discord chat bot written in Node.js that uses a MongoDB database to store user characters, quotes, and items for an expansive tabletop game. Extensive use of REST API and listeners for chat commands to conduct pseudo-automated tabletop episodes.

To Do Machine   **Oct. 2021**
- To-do list application built using JavaFX. Displayed understanding of object-oriented design principles. Front-end experience shown with extensive CSS scripting and HTML for guide documentation.