Lorenzo D. Zenitsky

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Objective

Seeking a full-time position as a Software Engineer utilizing **exceptional** skills, abilities and experiences gained through relevant education, projects, and industry work to contribute to the ongoing success of the company.

Education

IOWA STATE UNIVERSITY; AMES, IA | EXPECTED GRADUATION DATE: DECEMBER 2020 |

· Major: Bachelor of Science in Software Engineering
· GPA Freshman / Sophomore / Junior / Senior Years: 3.33 / 3.11 / 3.07 / 3.19 (Cumulative)
· Relevant coursework: COM S 227 – Object - Oriented Programming, COM S 228 – Data Structures, COM S 309 – Software Development Practices, COM S 311 – Algorithms and Design, COM S 327 – Advanced Programming Techniques, S E 339 - Software Architecture & Design, COM S 362 – Object-Oriented Analysis & Design, COM S 363 – Introduction to Database Management Systems

ROOSEVELT HIGH SCHOOL; DES MOINES, IA | GRADUATION DATE: MAY 2016 |

· Valedictorian in graduating class of 400+ students
· GPA: 4.1 (Cumulative)

Work Experience

DATA SCIENCE STUDENT EMPLOYEE | ISU EXTENSION AND OUTREACH | JANUARY 2020 – PRESENT

· Assisting in the generation and maintenance of dynamic PDF reports through various PHP libraries
· Performance-testing SQL queries used in the generation of PDF reports to greatly enhance download speeds

SOFTWARE DEVELOPMENT INTERN | BUILDERTREND | MAY 2019 – AUGUST 2019

· Designed and implemented the React frontend portion of an issue tracker application, which helps users of Buildertrend's software to easily identify and register software issues, thus ensuring a more positive user experience
· Collaborated with a peer to re-design and build a replacement macOS application to better support Buildertrend's iOS and Android developers in maintaining JSON mock data for UI testing. Written in Swift, the application also took advantage of such frameworks as Swinject, for dependency injection, and AlamoFire for networking requests.

Skills & Projects

· Growing knowledge and understanding of the following programming/web-development languages and technologies: Java, Spring Boot, Swift, React, Vue, React Native, Redux, Node, Express, Typescript, JavaScript, HTML, CSS, C, C++, PHP, SQL/NoSQL, Mongo DB, Firebase, CircleCI, Heroku, C#, .NET Core, and Python
· Currently Developing a React web application with a peer development team outside of class that uses the Spotify Web API to create playlists and update queues for users based upon their mood
· Continuously working on engaging, challenging, and rewarding personal/passion projects outside of the classroom such as a movie collection tracker, IMDb rating game, and my personal portfolio
· Worked with peer development team on analysis, design, and implementation of native android app using Spring Boot and MySQL
· Successfully completed 24 hours of extracurricular online training on the creation of web apps using HTML5, CSS, and JavaScript