# 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.

## Skills

· Growing knowledge and understanding of the following programming/web-development languages and technologies: React, TypeScript, JavaScript, HTML, CSS, React Native, Java, Redux, Express, Swift, SQL/NoSQL, Firebase, CircleCI, Heroku, Jest, Enzyme, Vue, PHP, C#, C, C++, and Python

## Projects

### MOODQUEUE | JULY 2020 - PRESENT

· Currently developing a React project with an industry-professional peer outside of class that uses the Spotify Web API and various React web hooks to help users algorithmically update their queue and build playlists based upon the kind of music they are in the mood for by analyzing their own personal library, top tracks, and artists
· The project features high code coverage with Jest/Enzyme for backend unit testing and Chai for UI testing our many frontend components that are comprised of refactored down Storybook components for maximized UI efficiency
· Employs current DevOps practices like continuous integration, delivery, and deployment with tools like CircleCI and Heroku

### CINELOT | MAY 2020 - PRESENT

· Spent last summer working on a personal passion project of mine after internship was cancelled due to COVID – the project utilizes TMDB's RESTful API services and the React framework to help users update, maintain, and search through their physical film collection on the go to avoid problems like double purchasing
· The project takes advantage of Google Firebase's collection of serverless technologies like their real-time database, cloud functions, and existing integrations with federated identity providers like Google and Facebook

### SENIOR DESIGN | JANUARY 2020 – NOVEMBER 2020

· Developed a parking-sharing React Native app called Parkour for senior design alongside 5 other students where users can sign on to be a driver who pays for residential parking and/or a host who sells out their residence for parking
· Created the entirety of the app's initial UI and worked tirelessly with the other frontend engineers to make sure the app maintained consistent styling
· Responsible for creating the flux-like architecture of the app by utilizing React Redux to ensure both proper state management and an overall smoother developer experience
· Led the frontend team in various third-party React Native wrapper integrations and in-app navigation with React Navigation
· Integrated with Stripe's API platform for processing payments from drivers to hosts through an in-app digital wallet payment system used in favor of a third-party React Native Stripe wrapper

## Work Experience

### SOFTWARE DEVELOPMENT INTERN | BUILDERTREND | MAY 2019 – AUGUST 2019

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

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

· Worked on the generation and maintenance of dynamic PDF reports through various PHP libraries
· Assisted in the onboarding and training of a new student employee by walking them through the codebase, making sure they will have the knowledge and confidence to work on their own once I graduate

## Education

### IOWA STATE UNIVERSITY | NOV 2020

· Major: Bachelor of Science in Software Engineering
· GPA: 3.22