



Lorenzo D. Zenitsky

lorenzoz@iastate.edu | 3406 62nd St., Des Moines, IA 50322 | 515-865-8290 | <https://lorenzoz.netlify.app/>

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: NOVEMBER 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

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 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 – 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 enhance download speeds
- Assisting 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

Projects

MOODQUEUE – JULY 2020 - PRESENT

- Currently developing a DevOps/React project with an industry-professional peer outside of class that uses the Spotify Web API to help users algorithmically update their queue based upon the kind of music they are in the mood for
- Users will also eventually be able to base their queues around a specific song or have their queue be an entire album with its songs ordered based off a specified mood
- The project features high test code coverage with Cypress for our Spotify integration tests and Jest/Enzyme for unit testing our components as well as current Dev Ops practices like continuous integration, delivery, and builds with products 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 helps users to update, maintain, and search through their physical film collection on the go to avoid problems like double purchasing by integrating with TMDB's RESTful API services
- The project takes advantage of some Google Firebase serverless technologies like their real-time database, cloud functions, and existing integrations with federated identity providers like Google and Facebook

Skills

- 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, Jest, Enzyme, Cypress, C#, .NET Core, and Python
- Successfully completed 24 hours of extracurricular online training on the creation of web apps using HTML5, CSS, and JavaScript