Michael Zappa

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Education

Khoury College of Computer Sciences, Northeastern University Boston, MA
Bachelor of Science in Computer Science, Minor in Linguistics; GPA: 3.9 *Aug. 2018 – May 2023*

- GPA: 3.9/4.0, Dean's List all semesters, Honors Program.
- Relevant Coursework: Object Oriented Design, Algorithms and Data Structures, Computer Systems, Networks and Distributed Systems, Foundations of Cybersecurity, Embedded Design, Linguistic Analysis.
- Attended Dialogue of Civilization in the North of Ireland focused on the role of storytelling in community activism and conflict resolution.

Technical Skills

Languages: Java, JavaScript, TypeScript, C/C++, Elixir, SQL (Postgres), HTML/CSS
Frameworks: React, Node.js, JUnit, Swing, Phoenix
Developer Tools: Emacs, Git, VS Code, PyCharm, JetBrains, Eclipse
Platforms: Heroku, Google Compute Engine, Microsoft Azure, Gigalixir
OS: Linux (Ubuntu/Arch Linux), Windows

Projects

Husky Hunt Helper | *TypeScript, Node.js, SQLite, React Native* April 2020 – August 2020

- Led back-end and mobile development for a team creating a web/mobile app to facilitate the scavenger hunt put on by Northeastern University.
- Designed a web server to manage the uploading, categorizing, and reading of groups, paths, and clues.
- Developed mobile app to give directions to clues around Boston and upload photos to the server.

Fish Card Game(s) | *Node.js, React, GraphQL, Elixir, Phoenix, PostgreSQL* April 2020 – August 2020

- Created web apps to play "Fish" card game with friends remotely during COVID-19 pandemic.
- Implemented multiple REST web servers to process and store data using Express.js, GraphQL, and Phoenix.
- Developed front-end for REST servers using React.
- Utilized Phoenix LiveView to create an application with real-time view updates using built-in websockets.

Easy Animator Class Project | *Java, Swing, JUnit* October 2020 – December 2020

- Created GUI which provides the user with means to pause, loop, restart, and change the speed of the animation shown.
- Displays animations which are interpreted from text files.

Java Algorithm Class Projects | *Java* March 2020 – April 2020

- Implemented Kruskal's algorithm to generate mazes and different methods to solve them.
- Developed an algorithm to compress images by removing a line of the least important pixels.
- Used Northeastern's teaching graphics library to create interactive GUI's to display the progress of these algorithms.

Experience

Cashier June 2018 – August 2018
Lunds and Byerleys *Edina, MN*

- Helped customers complete purchases and join reward programs to promote customer satisfaction and loyalty.
- Processed payments including checks, cash, credit and EBT.

Interests

- Computing: Programming language design and implementation, Linux and open-source software.
- Other: Foreign languages, geopolitics, knitting, cycling, motorsport, soccer.