

Zackary Schreur

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Education

Michigan State University

August 2015 – May 2019

- Computer Science – Bachelor of Science
- Mathematics – Minor
- GPA: 3.97
- Honors College, Dean's List

Technical Skills

- Proficient: C, C++, Java, Python, Bash, Git
- Experienced: Swift, SQL
- Introductory: Firebase, Hadoop, HTML/CSS

Experience

Auto-Owners Insurance – East Lansing, MI

May 2018 – August 2018

Software Developer Intern

- Created a web application which easily displays database information and allows developers to check data on the web page as opposed to printing it to a local file.
- Resolve code issues found in SonarQube through refactoring and testing new solutions. Resulted in providing more readable, safer, and maintainable code for our team.

SoundOff Signal – Hudsonville, MI

May 2017 – August 2017

IT Intern

- Responded to IT help desk tickets by working with the issuer to investigate what the problem is. Then I worked with my team to fix the problem so that SoundOff employees could continue their work efficiently.
- Created and reformatted shipping's packaging labels with LabelView. Resulted in a design that is consistent and easy to read.
- Helped implement a new system for printing labels on the shop floor. Worked with the shipping manager so that label printing would require a single barcode scan, and fewer clicks. This decreased the time it took to prepare jobs to be shipped.

Projects

EducAR

January 2019

- Awarded: 'Best Hack for Improving Learning Experience', 'Most Technically Impressive', 'Best Hack for Digital Twins', and 'Best User Interface and Human Machine Interaction'
- EducAR is an app created at SpartaHack V which adds the ability to use Augmented Reality with physical materials we use every day, such as notecards and textbooks.
- EducAR runs on iOS using Apple's ARKit, and has a webpage created with HTML & Javascript. The two talk to each other using Firebase's Realtime Database.
- My focus was on the creation of the iOS app and integrating that with Firebase. When everything was complete, we were able to update data on the app, and then immediately the update would appear in Google's Firebase and on our webpage.

Survival of the Fittest with Rock Paper Scissors

February 2017 – May 2017

- An application which uses the classic game of Rock, Paper, Scissors to model Survival of the Fittest. The running visualization and results were shown at Michigan State's UURAF 2017.
- The running program was created in Processing so that it could be easily visualized. This allowed the application to be used as a learning tool to help one better understand population dynamics and how survival of the fittest works.

Other Involvements

Volunteer Young Life Leader

August 2016 – Present

- Help lead weekly team meetings to plan event games, music, themes, and logistics where our goal is that each club would be the best part of every kid's week.
- Mentor to East Lansing High School students by being a role model in their lives, listening to them, and planning events where everyone is invited and welcomed.