Zachary Moroni

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https://github.com/snackzone

EXPERIENCE

Movable Ink
Lead Engineer | **January 2018 - PRESENT**

- Lead engineer in 6-person scrum team for Movable Ink's "app" ecosystem
- Collaborates closely with product managers and designers on features, sprint scheduling, and implementation approaches
- Trains engineers through pair-programming, code reviews, and mentoring
- Conducts interviews and phone screens as needed for open positions

Front-End Engineer | **December 2016 - PRESENT**

- Expands and refines a monorepo consisting of 9 Ember.js applications as well as addons, component library, and living style-guide
- Builds relational models and RESTful API endpoints in Rails app as new features demand them
- Maintains several Node services, including custom middleware and an HTTP proxy server optimized for extremely high volume

Production Support Engineer | **May 2016 - December 2016**

- Triaged and resolved Zendesk tickets through user interfacing and bug-fixes across the platform
- Trained with front-end team, participating in sprints through pairing and mentorship

App Academy
Instructor | **March 2016 - May 2016**

- Communicated lesson material to a class of over 40 students
- Conducted code reviews and quickly debugged student projects

Adam Poots Games
Game Designer | **October 2013 - November 2015**

- Project lead on five expansion releases for $2 million+ Kickstarter project
- Co-authored and designed 220-page gamebook with Adobe Illustrator, InDesign, Photoshop
- Managed full-time playtesting team and development through Basecamp

EDUCATION

University of Colorado, Denver - *BA, English Literature, Anthropology minor*
Graduated May 2011, 3.5 GPA

- Senior Editor - Copper Nickel campus literary journal