

Zachary D. Wild

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Languages and Tools

Language Experience: C#, C++, Python, Java, HTML, CSS, JavaScript, Visual Basic, and Ruby on Rails.

Experience with these tools: Unity, Github, AWS, JIRA, Oracle, and Google Fire Base.

Experience

SOFTWARE TEST ENGINEER INTERN | GREENLIGHT GURU | MARCH 2018 – JULY 2018

- Ran user acceptance testing while collaborating with the Dev Team, Testing Team, and Quality Assurance Team.
- Used Jira to keep track of bugs I found.

SOFTWARE ENGINEER INTERN | TECHPOINT | MOSER CONSULTING | MAY 2017 – AUGUST 2017

- Technical Screening and recruitment by TechPoint and then interviewed and hired by Moser Consulting.
- Built Project Charter using Ruby on Rails to empower Project Managers to coordinate their upcoming projects by providing increased visibility into workstreams.
- Built Android app for internal employee usage, increasing collaboration and transparency by allowing employees to offer anonymous suggestions to the company.

IT INTERN | PRAXAIR SURFACE TECHNOLOGY | MAY 2016 – AUGUST 2016

- I helped build forms for people on the factory floor. These forms were for quality control. I built these forms on Oracle using some SQL.
- I used Visual Basic and created Excel templates that simplified creating Oracle forms. This cut the process time from about 1 hour of work to 15 minutes of work.
- I led a training course for all the engineers and floor leads on how to use the templates to create new forms.

Projects

MATHEMATICAL EDUCATION GAME: "LEGEND LOST"

- Built through game engine Unity, using C# to build Script files.
- Built to test/teach basic 6th grade math skills; Worked alongside two classmates and an education professor at Indiana Wesleyan University. The professor helped guide best practices to increase learning through games.

PROJECT CHARTER (FOR MOSER CONSULTING)

- Web page for project managers to organize and list information needed to organize upcoming projects.

SUGGESTION APP (FOR MOSER CONSULTING)

- An Android app built with Java and Google Fire Base. Moser employees used to share suggestions to the company thus making the company.

TURN BASED STRATEGY GAME: "POKÉMON: AWAKENING" (WIP)

- Built through game engine Unity, using C# to build Script files.
- Tactical turn-based game that revolves around strategic movement across grid-based maps.

Education

INDIANA WESLEYAN UNIVERSITY | MAY 2018 | BACHELOR OF SCIENCE

- Major: Computer Science with track in Computer Graphics; Minor: Psychology
- GPA of 3.57, Graduated with Cum Laude