

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, Visual Studios, Jira, AWS, 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 on how to use the templates to create new forms.

Projects

MATHEMATICAL EDUCATION VIDEO 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. Was used as a demo product for Project Management Consulting/Training courses ran by Moser.

ANONYMOUS SUGGESTION APP (FOR MOSER CONSULTING)

- An Android app built with Java and Google Firebase.
- Moser employees used it to share suggestions to the company thus allowing management to have more feedback more frequently and thus increase employee satisfaction.

TURN BASED STRATEGY VIDEO 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