

Zac Cleveland

Software Development and Mathematics

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CAREER OBJECTIVE

My objective is to gain experience in software development in a professional environment. This includes working in a team of developers using version control, project management software, and collaboration tools. I would also like to apply my skills in programming and problem solving to build large scale software, and learn how such software is organized.

EDUCATION

University of Auckland — Bachelor of Science

MARCH 2020 - NOVEMBER 2022

Double Major in Computer Science and Mathematics.

8.231 GPA

Howick College — NCEA Level 3

JANUARY 2015 - DECEMBER 2019

Achieved NCEA Excellence in Level 1, 2 and 3.

PROJECTS (Available on GitHub)

mediasync — watch videos together, online (Rust, Typescript)

Mediasync is an extension built for Chrome, Firefox and Edge that allows people to watch online video content together. Playback can be synchronized between any number of devices, anywhere in the world. I have developed mediasync with Gabriel Belcher, a friend of mine. It is still in development, and the source code is currently private.

A video demo is available on my website.

shaderbg — animated desktop backgrounds (Rust)

Shaderbg provides animated desktop backgrounds. It is written in Rust with a focus on being cross platform (Windows, macOS, and Linux) and lightweight. The program loads scenes from TOML files and renders them using WGSL compute, vertex, and fragment shaders. I am still developing shaderbg.

SKILLS

Programming Languages

- C, C# and C++
- TypeScript
- Rust
- Java
- Python

Programming Technologies

- Git
- CMake
- AWS
- Chrome Extensions
- Node and NPM
- React

Algorithms

Debugging

Pure Mathematics

Teamwork

Problem Solving

CONTACT

LinkedIn

<https://linkedin.com/in/zac-cleveland>

GitHub

<https://github.com/zaccnz>

Website

<https://ohaizac.dev>

Email

mail@ohaizac.dev

AWARDS

Dux Award

Beachlands School 2014

Rotary Scholarship (\$1000)

Howick College 2014

NCEA Excellence Endorsement

Howick College 2017, 2018, and 2019

sudoku — game and solver (React, Typescript)

An online sudoku game and solver created with React, Typescript, and Vite. The solver uses the Wave Function Collapse algorithm, which is slowed down to allow the user to watch how it solves the problem.

solitaire — game (C, Raylib, Emscripten)

A cross platform (Windows, macOS, Linux, Web) version of the classic solitaire game. It supports animations, a game timer, a leaderboard, and a card texture pack system. Users can choose to drag and drop the cards or click to move them automatically.

More projects are provided on my website and GitHub

WORK EXPERIENCE

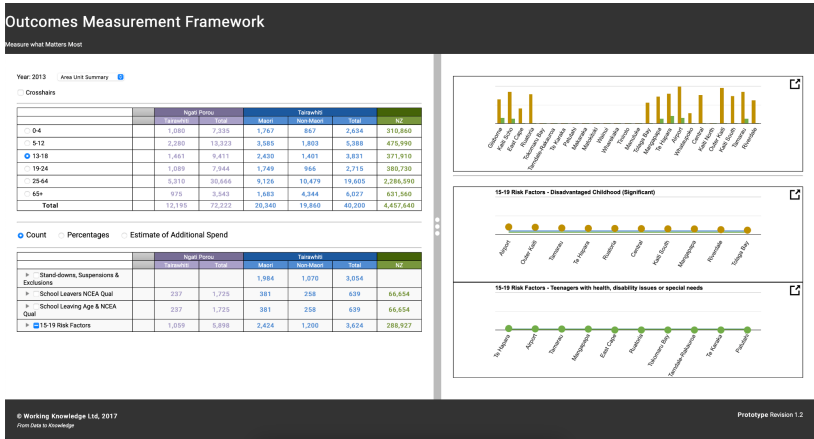
Burger Fuel, Auckland — Team Member

AUGUST 2023 - CURRENT

At Burger Fuel, I hone my communication skills, engaging with a diverse customer base while providing top-notch service. On the grill I learn to become part of a complex, time-pressured system. Finally, I am gaining hands-on experience in effective team work to keep the burgers coming!

Working Knowledge, Remote — Software Development

MAY 2017 - JULY 2017



Worked on developing a prototype dashboard for visualizing statistics.

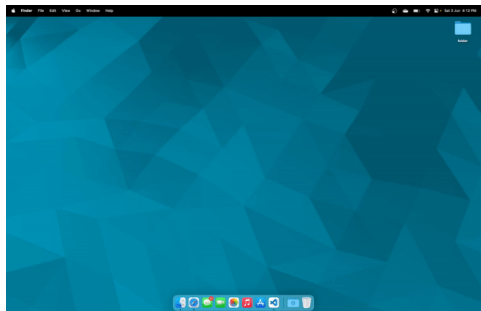
Reference - Nadine Wooller (021687767 - unavailable until 05/07)

NCEA Scholarship Chemistry
Howick College 2019

Certificate of Distinction
6 Courses
University of Auckland 2020

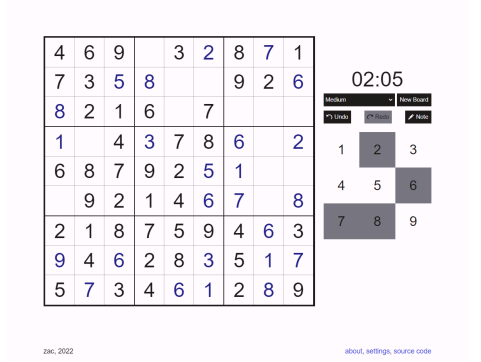
First in Course Award
3 Courses
University of Auckland 2021

Certificate of Outstanding
Achievement
3 Courses (2021) 1 Course (2022)
University of Auckland

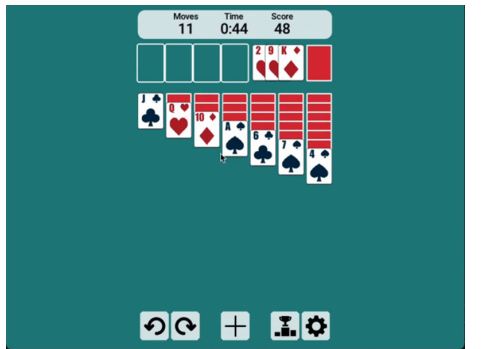


shaderbg

sudoku solver



Sudoku



Solitaire