ZACHARY DROGE

SOFTWARE DEVELOPER | CHICAGO, IL.

PROFESSIONAL EXPERIENCE

Escape Room Founder/owner, Locked Manhattan, Manhattan, KS.
July 2015 - Present

- Hired and manage a team of 7 people towards a successful, fun and engaging business.
- Advanced business to #1 in Manhattan, KS on TripAdvisor. Certificate of Excellence awarded in the last 3 consecutive years.
- Designed, constructed and oversaw all aspects of the development of 7 unique escape room games.
- Coordinated partnerships, provided community outreach programs, and supported local events.
- Coding using microprocessors and building hardware to function as complete, customer facing puzzles/products.

Software Engineering Fellow, Fullstack Academy, New York, NY.
April 2019 - August 2019.

- Mentored and acted as PM across 4 student teams.
- Conducted code reviews and answered technical questions for group of 60 students.
- Teaching Asst. in CS concepts (DataStructures, Algorithms System Architecture, and Javascript), and frameworks/libraries (SQL,ORM's, Express, React, Redux).
- Administered technical interviews for prospected FSA/Grace Hopper candidates.

Lean Manufacturing intern, Henry Built Co., Seattle, WA.
Sept 2013 - January 2014

- Worked with CEO and CFO to implement LEAN/KANBAN strategies to increase production.
- Capitalized on my role in purchasing to better interact with suppliers, improving relationships.
- Interfaced with suppliers to fill production inventory in which I controlled and oversaw over $1 Million in inventory and outgoing product.

ACADEMIC PROFILE

Fullstack Academy of Code, Full Stack Engineering
(November 2018-April 2019)

Kansas State University, MFA in Education
(August 2014 - 2017. incomp.)

Kansas State University, Bachelors of Fine Arts
(August 2006 - 2011)

PROJECTS

'musicVote'   bit.ly/39g4CeF

-Democratized playlist app to give the ability to sync desired music through Spotify.
-Guests can join and add songs, casting votes for songs they want to hear next.
-The app is a web app to give the widest reach and ease for our users.

- Created 'player monitor' and 'post and delete in playlist' functionality via frontend heartbeat function.
- Frontend logic. (React/Redux)
- Planned architecture to use Spotify Api in a unique use case.

'Color-Scan Puzzle'   bit.ly/3eZYTvw

-Escape room puzzle used by paying customers to solve escape room experience.
-Color sensing module (TCS34725) used with Arduino coded to sense color, unlock corresponding color button, and then begin a simon says based game using unlocked RGB buttons.
-Packaged inside a platic housing and installed in running escape room.

- Language used is C/C++.
- Components used: TCS34725, 5v relays, 12v Locks, and Arduino
- Code includes employee reset pathways.
- Concieved and designed myself.

'Emotions-R-Us'   - bit.ly/2uBmttb

-Make 'meta' purchases of emotions to show principles of e-commerce website development.
-E-commerce platform was a creative way to implement a retail oriented user experience and work within an agile team.

- Enabled OAuth w/ Google and GitHub.
- Created React/Redux components.
- Built backend models and routes.

SKILLS

Javascript, React, Redux, Sequelize, PostGresSQL, Git, Api integration, Node.js, HTML, CSS, Express, Webpack, Socket.io, Waffle.io, Mocha/Chai, Passport (OAuth), Sketch, c/c++ for arduino IDE,