

# Zachary KING

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## OBJECTIVE

Seeking an internship position for the summer of 2017 in the field of Computer Science

## EDUCATION

|                       |  |
|-----------------------|--|
| Expected<br>JUNE 2018 | University of California, Los Angeles<br>Bachelor of Science in Computer Science |
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## EXPERIENCE

|                              |   |
|------------------------------|---|
| <i>Jun - Present</i><br>2016 | Software Engineering Intern<br><i>Box</i><br>Working as a member of the SWAT Team. SWAT handles production stability and production tools. Tasks include developing feature toggling capabilities within the administrative site, and developing fixes for reported issues within the application.  |
| <i>Jun - Dec</i><br>2015     | Web/Software Development Intern<br><i>Idmloco</i><br>Developed a web application to automatically create reports that previously took 5-10 hours per week to create. The application featured data accessed through Google Adwords and Facebook Marketing APIs with a Django backend. Worked in a collaborative environment with another software intern and team lead. |
| JUN - AUG<br>2015            | Information Technology Intern<br><i>Otto Construction</i><br>Worked to develop a site recovery management plan for the virtualized server configuration. Documented and fully tested backup and recovery procedures for Active Directory, Microsoft Exchange, and Sage 300 servers.   |
| OCT - DEC<br>2014            | Research Assistant<br><i>Device Research Laboratory, UCLA</i><br>Designed and tested a complete circuit that stored an integer on an array of magnetic memory. Implemented a GUI for interaction with the storage array.  |

## PROJECTS

|                        |   |
|------------------------|---|
| Ad Report<br>DASHBOARD | Languages: Python, HTML, CSS<br>Frameworks/Tools: Django, BootStrap, Google/Facebook APIs<br>A web based application that allows for an account to connect with the Google Adwords and Facebook Marketing APIs. Each account can then generate reports with a campaign from each social network shown side by side. |
| BOULDER<br>BLAST       | Language: C++<br>Frameworks/Tools: OpenGL<br>A 2D arcade game made during CS32 (data structures and algorithms) where a player must battle off AI robots and transverse obstacles to advance to the next level.   |

## SKILLS

LANGUAGES: C, C++, Python, JavaScript, HTML/CSS,  
FRAMEWORKS: Django, Bootstrap  
TOOLS: Xcode, Git, Terminal, Emacs

## ORGANIZATIONS

National Society of Black Engineers (NSBE)  
Center for Excellence in Engineering and Diversity (CEED)  
2016 CODE2040 Fellow