

ZACHARY BRAY

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TECHNICAL SKILLS

Front End | HTML5 | CSS3 | WPF | Windows Forms

Back End | C# | MVVM & MVC | Entity Framework, SQL, SQLite, JSON

Testing/Deployment | Github Actions | Microsoft Azure

Developer Tools | Visual Studio 2022, Github, Jira, Slack

EXPERIENCE & PROJECTS

Personal Website: <https://zach-bray-portfolio.azurewebsites.net> (for additional information and projects)

Frontend Developer | Portfolio Website

Sep 2023 – Sep 2023

Website showcasing myself as a developer using HTML/CSS

C# | ASP.NET Core MVC | HTML5 | CSS3

- Utilized HTML and CSS to develop a visually appealing and user-friendly interface that is also responsive on mobile devices.
- Added a contact form for user inquiries, facilitating secure server-side communication and networking opportunities.
- Deployed the website on Microsoft Azure App Service, leveraging cloud infrastructure for reliability and scalability.

Full Stack Software Engineer | Bug Tracker

Mar 2023 – Aug 2023

Bug tracking software using WPF and Entity Framework

C# | WPF | Entity Framework | SQLite | .Net 6

- Designed, developed, and deployed a full-fledged bug tracking software application using WPF for the frontend and Entity Framework for the backend.
- Created an intuitive and user-friendly interface with WPF, resulting in a streamlined bug reporting and management process for both technical and non-technical users.
- Implemented a robust data model using Entity Framework, allowing for efficient storage, retrieval, and manipulation of bug data in an SQLite database.
- Incorporated essential bug tracking features such as issue creation, assignment, status tracking, and reporting, providing a comprehensive tool for software quality control.

Tools Developer | Zork Builder

Jan 2023 – Mar 2023

Tool for creating and managing worlds for Zork in JSON

C# | WPF | JSON | .Net 5

- Designed, developed, and launched "Zork Builder," a WPF application that provides users with an intuitive and user-friendly interface to create and modify JSON files containing Zork world data.
- Streamlined the process of altering Zork game world data by creating a tool that abstracts the complexity of JSON file editing, making it accessible to users without JSON expertise.
- Ensured seamless integration of Zork Builder with a custom built Zork game, ensuring that edited JSON files remain compatible and functional within the game environment.

EDUCATION

University of Central Florida- Bachelor of Science, Digital Media (Computer Science Minor), 3.8 GPA 2022