

# ZACHARY BRAY

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## TECHNICAL SKILLS

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**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

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**Personal Website:** <https://zachbray9.wixsite.com/myportfolio> (for additional information and projects)

### 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.

### Software Developer | Valorant API Project

**Nov 2021 - Dec 2021**

*Software that accesses the Riot Games API to display leaderboard data*

C# | Windows Forms

- Designed and developed a Windows Forms application that leverages the Riot Games API to fetch and display the top 200 ranked Valorant players in the user’s chosen region.
- Utilized API integration techniques to connect with the Riot Games API, retrieve JSON data, and parse it for display within the application.
- Implemented data presentation features within the Windows Forms application, presenting player rankings, usernames, and other relevant statistics in a clear and organized manner.

## EDUCATION

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