Zachary P. Raab

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Portfolio: https://zachraab.github.io/my-portfolio/ | GitHub: https://github.com/zachraab

EDUCATION

Bootcamp Certificate in Full Stack Web Development — University of Denver
Bachelor of Music Recording Engineering — University of Denver

SUMMARY OF QUALIFICATIONS

Project Management

➢ Highly proficient, in coordinating with multiple teams and communicating effectively. Able to problem-solve immediate concerns and identify problematic practices that could result in future set-backs. Able to construct and put in place preventative measures in order to maximize efficiency.

Customer Service

➢ Extensive experience in customer interaction and conflict resolution. Highly proficient in providing a final product that surpasses customer's expectations.

Driven

➢ Passionate about delivering high quality, functional products and learning new material. Eager to tackle challenges and see them through until completion. Motivated to refactor MVP's and continuously work to improve code through agile development.

Technical Skills Summary

JavaScript / CSS / HTML / C# / jQuery / Data Structures / Git /
REST API / JSON / AJAX / Node / React / Express / MySQL / MongoDB /
Jest.js / Unit Testing / Functional Testing / Test-Driven Development /
Mocking / Agile Scrum Flow / Continuous Delivery Principles /

PROJECT HIGHLIGHTS

The Daily Dive | GitHub: https://tinyurl.com/4vc2dht3 | Deployed: https://tinyurl.com/hc9syz4
● Web application that integrates multiple third-party API's to provide to the user news, weather, time, and more.
Tools Used: Geolocation Object, Open Weather API, Big Data Cloud API, NYT API, A Biblia Digital API, Quotable API, jQuery, Moment.js, and Bootstrap

Tech Blog | GitHub: https://tinyurl.com/2n2n5e33 | Deployed: https://tinyurl.com/yn4wdww4
● Web application built primarily with JavaScript that utilizes CRUD operations, REST API, and user authentication.
Tools Used: Handlebars, bcrypt, Sequelize, dotenv, Express, and MySQL

High Seas Trading | GitHub: https://tinyurl.com/wmpxwfbf
● Single player game that features buying and selling goods from various ports across the world at varying prices
Tools Used: Unity Engine and C#

Haunted Caverns | GitHub: https://tinyurl.com/rpv4czsp | Deployed: https://tinyurl.com/v6zpyv8
● A single-player game developed with JavaScript. The player recruits a team of champions to take through a dungeon and engage in turn-based combat
Tools Used: React, GraphQL Service Worker, bcrypt, JSON Web Token, Express, Apollo Server, Mongoose, and MongoDB

COMMUNITY INVOLVEMENT

Eagle Scout | Boy Scouts of America, Troop 114
Deacon | Redemption Hills Church
● Currently serving as the secretary and event coordinator on the diaconate, providing logistical and material support to members and elders. Record and edit minutes for diaconate meetings.