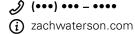
# Zach Waterson

☆ San Francisco, CA☑ contact@zachwaterson.com



software & UX developer

**Education:** University of Notre Dame

Bachelor of Science in Computer Science (May 2016) Minor in Philosophy, Politics, and Economics (PPE) GPA: 3.96 / 4.0 (summa cum laude)

# **Experience:**

Technical: Apple, Inc.

Software Engineer (September 2016 – Present)

 Participating in a two-year rotation program across design, software engineering, and project management, including iOS app development, user interface prototyping, and server-side development

Software Developer Intern (May 2015 - August 2015)

- · Designed and developed an iOS app from concept to implementation for widespread internal use
- Presented work to both the senior vice president of Software Engineering and the CIO

Campus Rep, University of Notre Dame (February 2014 – December 2014)

 Inspired students, faculty, and staff to better incorporate technology into their work by administering technical workshops and offering one-on-one sessions to help create interactive, immersive experiences enabled by technology such as Mac, iPad, and Apple TV

# Growing the Faith, Inc.

Software Developer Intern (June 2014 – August 2014)

- Expanded features for OneParish, a comprehensive digital solution for Catholic parishes, offering directory, donation, and calendar access for parishioners and administrators
- Developed an easy-to-use web interface for administrators and salespeople to view on-boarding statistics for parishes, including active user counts, donations, and real-time install base

# **University of Notre Dame**

Software Developer, Office of Information Technologies (November 2012 - May 2016)

- Redesigned the official mobile app for the University, adding new features such as weather, webcams and the ability to hail the University safe-ride service using a student-designed API and user interface
- Experimented with virtual reality applications for the University, including augmented reality tours and immersive gameday experiences through a mobile app and iOS UI library

#### Notre Dame Student Hackathon

First Prize (October 2012)

- During first exposure to iOS development, won first prize with social quiz game, "Q&A", in which players are given a word and write a question for friends with that word as the answer
- Presented at the Notre Dame Mobile Summit to an audience of faculty and administrators

### Advisory: Notre Dame College of Engineering

with the Department of Computer Science (October 2014 - May 2016)

- Collaborated with recent graduates, faculty, and the Career Center to provide resources and guidance to better prepare students for technical positions at companies such as Apple
- Presented twice to the Industry Advisory Council, discussing with alumni the direction and effectiveness of the Department in the context of the technology industry in the Bay Area
- As a Teaching Assistant for Theory of Computing, worked with the Department to reform and restructure curriculum so pacing and material are congruent with the topics common in interviews

Leadership: Notre Dame Student Government

Judicial Council President • Junior Class President • Hall Senator • Freshmen Class Council member

Projects: Keenan Revue (iOS) • NunyaOS (C) • Jenkins Shake (iOS) • Whiteboard2Website (C++)

Skills: Swift • Objective-C • C/C++ • JavaScript • PHP • Python • Bash • Ruby • MySQL • Sketch