

ZACH WATERSON

Software Developer

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Education:	University of Notre Dame <u>Bachelor of Science in Computer Science</u> Minor in Philosophy, Politics, and Economics (PPE) Dean's List for all semesters	Notre Dame, IN May 2016 GPA: 4.0/4.0
Experience:	<u>Growing the Faith, Inc.</u> <u>Software Developer Intern</u>	June 2014 - August 2014
Technical:	<ul style="list-style-type: none">▶ Developed features for OneParish, a comprehensive digital solution for Catholic parishes, including directory, donation, and calendar access▶ Currently developing an efficient, responsive web interface for parishes to input, categorize, edit, and view donations <u>Apple, Inc.</u> <u>Campus Rep, Notre Dame</u>	February 2014 - Present
	<u>Notre Dame Office of Information Technologies</u> <u>Staff Assistant, ND Mobile</u>	November 2012 - Present
	<ul style="list-style-type: none">▶ Developed iOS app, "Scavenge ND" (in the App Store) in which users answer location-based questions designed to introduce first-year students to the resources available on campus▶ Redesigning Notre Dame's mobile website and app (now released in the App Store), adding feature-rich modules and unifying the experience across platforms and web. Modules include weather, webcams, and lab finder <u>Notre Dame Student Hackathon</u> <u>First Prize</u>	October 2012
Leadership:	<u>Notre Dame Student Government</u> <u>Class President, Class of 2016</u>	April 2014 - Present
	<ul style="list-style-type: none">▶ Elected by peers to serve as the chief spokesperson for the Class of 2016▶ Coordinated a concession stand that collected \$8700 in revenue in one day▶ Overseeing and coordinating all class events and leading a council of 40▶ Organizing the Notre Dame Mobile Summit and AT&T-sponsored hackathon for students and faculty to compete and showcase innovative ideas <u>Projects:</u> <u>Tangents</u> <u>iOS App</u>	Releasing Spring 2015
	<ul style="list-style-type: none">▶ An artistic, minimalist game that challenges the user to tactically generate circles▶ Developed from conception to v1.0 during a 36-hour hackathon <u>Skills:</u>	
	<u>Languages</u> <ul style="list-style-type: none">▶ Objective-C▶ C++▶ JavaScript▶ UNIX shell	<u>Courses (* are in progress)</u> <ul style="list-style-type: none">▶ Discrete Math▶ Logic Design▶ Fund. of Computing▶ Data Structures*▶ Data Mining*▶ Database Concepts*▶ Computer Architecture*▶ Human Computer Interaction*