

Zach Waterson

software & UX developer

San Francisco, CA
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zachwaterson.com

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*)

Skills:

- iOS apps and frameworks in Swift and Objective-C
- user interface prototyping with Sketch
- model & API architecture and design
- version control, dependency management, & build automation

Experience:

Technical:

Apple, Inc.

Software Development Engineer, Health (May 2018 – Present)

- Developing components of the iOS Health App & advancing Apple's projects in the Health space
- Implementing and iterating features across user interface, cross-process, & persistence layers
- Mentoring junior developers and contributing to high-level architecture discussions and reviews

Software Engineer, IT Development Program (September 2016 – April 2018)

- Participated in a rotation program across various teams, projects, and roles within Apple
- Won First Prize in internal hackathon for an iOS app that imported Health data from web dashboards
- Spearheaded UI design and code architecture on iOS apps for sales, marketing, & machine learning
- Mentored junior developers and interns in iOS development and UX design best practices

Software Developer Intern (May 2015 – August 2015)

- Designed and developed an iOS app from concept to implementation for widespread internal use
- Presented projects to both the Senior Vice President of Software Engineering and the CIO

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

- Encouraged 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

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