

Zach Waterson

software & UX developer

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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 team leadership

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 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 is 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