ZACH WATERSON

Software Developer

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Education:

University of Notre Dame

Bachelor of Science in Computer Science

Minor in Philosophy, Politics, and Economics (PPE)

Dean's List for all semesters

De La Salle High School

National Merit Scholar Finalist

Academic Awards in Math, Science, English, Foreign Language

Concord, CA

Notre Dame, IN

May 2016

GPA: 4.0/4.0

May 2012 GPA: 4.44 (weighted)

Nov. 2012 - Present

Experience: Technical:

Notre Dame Office of Information Technologies

Staff Assistant, ND Mobile

▶ 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

Apple, Inc.

Campus Rep, Notre Dame

Feb. 2014 - Present

Assisted in the planning and execution of an iTunes U Boot Camp to help faculty become comfortable with using technology in their classrooms

▶ Serving on the Student Government Campus Technology department, collaborating with university administration to promote more effective use of technology in the classroom

Growing the Faith, Inc.

Software Developer Intern

June 2014 - Aug. 2014

April 2014 - Present

▶ Developed features for OneParish, a comprehensive digital solution for Catholic parishes, including directory, donation, and calendar access

Lurrently developing an efficient, responsive web interface for parishes to input, categorize, edit, and view donations

Notre Dame Student Hackathon

First Prize Oct. 2012

▶ Competed against other students for the best mobile app over 48 hours

▶ Won first prize with social guiz iOS game named "Q&A" in which players choose words from a list and write a question to send to friends with that word as the answer

Notre Dame Student Government Leadership:

Class President, Class of 2016

• 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

Projects: **Tangents** Releasing Fall 2014

iOS App

An artistic, minimalist game that challenges the user to tactically generate circles

▶ Developed from conception to v1.0 during a 36-hour hackathon

Skills: Languages

> ▶ Objective-C ▶ HTML

****C++ ▶ PHP

▶ JavaScript

▶ Perl

▶ UNIX shell ▶ Python Courses (* are in progress)

▶ Data Structures*

Discrete Math

▶ Logic Design

▶ Fund. of Computing

Data Mining*

▶ Database Concepts*

▶ Computer Architecture*

▶ Comp. Entrepreneurship*