

Zack Anderson

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Education:

Coding Bootcamp | University of Utah

10/2020 - 4/2021

-Seeking Bootcamp completion certificate

MECHANICAL ENGINEERING | UNIVERSITY OF UTAH

EXPECTED GRADUATION: 2021

-Minor in Physics

Coding Experience:

Full Stack Developer | Coding Bootcamp University of Utah

10/2020 - 4/2021

- Responsible for building the back end for DevHub using Sequelize and Javascript to make functional and efficient API routes for storing and accessing database information on the front end.
- Designed modular HTML using Handlebars.js to create effective and reusable templates for DevHub to remove duplicate code and refactor the existing HTML.
- Led the development and design of Trivia Kings, a trivia-based game, using JavaScript, HTML, and CSS that utilizes the jservice.io API to ask Jeopardy style questions.
- Developed and designed a README generator that utilizes node.js and JavaScript to create professional READMEs that can be used on any project.
- Built the back end onto an existing front-end program called Zookeepr to store animal and zookeeper information on a remote server hosted on Heroku

Engineering | University of Utah

2016 - 2021

- Built and programmed a recycling robot using C++ that detects material differences in objects using various sensors.
- Collaborated with a partner to design and program a ping pong ball launcher that can accurately hit targets a meter away using only a picture of the target board as the input.
- Utilized MATLAB in multiple class and laboratory settings to perform numerical analysis on collected data.

DEVELOPMENT AND OPERATIONS INTERN | NOK | BERLIN, GERMANY

6/2018 - 8/2018

- Helped build their website and integrate their Excel and WordPress operating systems to function together efficiently.
- Led the social media marketing team and worked with the sales division to expand their customer base.
- Designed a more effective daily operations program for managing day to day tasks.

Extracurriculars:

- Built a pinball machine from spare sensors and custom 3D printed parts as well as wrote the code to make the machine playable
- Building custom pairs of skis while still being cost efficient to bring affordable skis to college students.
 - Used AutoCAD to design the precise layout and shape of the skis.
- Aerospace Club
 - Designed the parachute and simulated the deployments of the main parachute and drogue chute.
- Member of Phi Delta Theta Fraternity.

Skills:

- Excellent C++ and MATLAB programming skills
- HTML, CSS, JavaScript
- MySQL, SQLite, Sequelize
- M.E.R.N. Stack
- Handlebars.js
- Express.js, Node.js
- GitHub
- React