

Zack Edwards

SOFTWARE ENGINEER

Professional Experience

Game Developer, ViewMind, Remote

AUGUST 2021 — MAY 2022

Created a Virtual Reality simulation in Unity and C# which collects bio-metric data from an Elderly patient and passes it to an Artificial Intelligence to make a determination on whether the individual requires assisted living.

Embedded Software Engineer, Medtronic, New Haven, CT

JUNE 2021 — AUGUST 2021

Collected requirements for new features in a test tool and then designed, developed, tested and created documentation using C++, Docker, and Ubuntu

Completed improvements and bug fixes in a large code base as part of a SAFe Agile workflow which utilized daily stand-ups, sprints, Kanban boards, code reviews and story point estimation.

TA/Grade, Stevens Institute of Technology, Hoboken, NJ

JANUARY 2021 — MAY 2022

Graded assignments and exams for multiple programming classes, as well as some classes focused on testing and quality assurance. Met with students whenever available to help them learn the material and achieve their learning objectives.

Data Analyst, TrackWithEase, Remote

SEPTEMBER 2020 — FEBRUARY 2021

Analyzed company data and delivered powerful insights and visualizations to the C Suite of TrackWithEase. Began a project to deliver similar insights to customers and worked on transitioning the project to another team.

Data Analyst Internship , HACERA Inc, Remote

JUNE 2020 — AUGUST 2020

Accurately predicted future trends using a python based linear regression algorithm to anticipate the spread of COVID-19, and used Scrum and daily stand-ups to organize and share results with a small team.

Consultant, Oculi

Proposed and developed a new strategy for the company and delivered it in a presentation to the C suite. The strategy has become a focus for their marketing and development teams.

Research Assistant, FacePsy, Hoboken, NJ

Visualized sensor data with feature distribution plots and heat maps for a program that decodes facial expressions using Artificial Intelligence for a research project.

Education

Software Engineering, Stevens Institute of Technology, Hoboken, NJ

SEPTEMBER 2018 — MAY 2022

- Concentration: Game Development
- Honors: Presidential Scholarship, Dean's list, **GPA 3.7**
- Relevant Coursework: Data Structures/Algorithms, Object-Based Software Development, and modeling, Agile Methods & Software Requirements, Cloud Computing, Game Design, Calculus
- Organizations: Google Student Developer Club, Phi Sigma Kappa, Soccer Club

Contact Information

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Links

[LinkedIn](#)

[GitHub](#)

[Letter of Recommendation](#)

Skills

Python
C/C++
C#
Java
HTML & CSS
Unity
Unreal Engine
Git
Linux
Docker
Cloud Computing
Machine Learning/AI
Virtual Reality
Data Analysis
Data Visualization
Risk Analysis

Projects

Flappy Bird (remake on Processing.js)

C++ poker game (GitHub)

VR assessment for elderly

SlackOff-Bot

DuckedIn