ZACK EDWARDS

Software Engineer

DETAILS

ADDRESS

837 Hudson St
Hoboken, 07030
United States

PHONE

9084565993

EMAIL

zedwards@stevens.edu

LINKS

LinkdIn

GitHub

MiPasa

Reccomendation letter

SKILLS

Python

C++

Java

Git

Unreal Engine

Docker

Cloud Computing

HTML & CSS

BigQuery

PROJECTS

Google Cloud Computing/Machine Learning.

C++ poker game (GitHub).

COVID-19 Data Analyzing and Visualization (MiPasa).

EDUCATION

Software Engineering, Stevens Institute of Technology

Hoboken, NJ

Sep 2018 — May 2022

Concentration: Game Development

Honors: Presidential Scholarship, Dean's list, **GPA 3.7**

Programming Coursework: Data Structures/Algorithms, Object-Based and Model-Based Software Development, Agile Methods & Software Requirements, Cloud Computing,

Clubs: Google Student Developer Club, Phi Sigma Kappa, Soccer Club.

EMPLOYMENT HISTORY

Game Developer, ViewMind

Remote

Aug 2021 — May 2022

Created a VR simulation in unity and C++ which allows a healthcare professional to assess an individual's capacity to live on their own.

Embedded Software Engineer, Medtronic

New Haven

Jun 2021 — Aug 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/Grader, Stevens Institute of Technology

Hoboken

Feb 2021 — May 2021

Helped students to learn Python from the most basic principles through to web scraping and visualizing data analytics, as well as grading homework and exams.

Data Analyst Internship , HACERA Inc

Remote

Jun 2020 — Aug 2020

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

Research Assistant, FacePsy

Hoboken

Analyzed and visualized sensor data with feature distribution plots and heat maps for a facial expression decoding AI research project at Stevens.