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# ZACKERY TRAM

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WWW: <https://github.com/zacktram> ♦ WWW: <http://zacktram.github.io>

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## EDUCATION

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### Worcester State University

**Bachelor of Science:** Computer Science - Concentration in Software Development

Worcester, MA

Graduated: May 2024

- Dean's List - Spring 2023, Spring 2024
  - **Relevant Coursework:**
    - NFL Research Tool - Using MySQL and Java, developed a tool to assist in research related to NFL statistics.
      - **Github:** <https://github.com/zacktram/NFLResearchTool>
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## CAREER OBJECTIVE

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A versatile, hardworking individual; driven to exceed expectations to deliver high-quality products. Experienced in Agile and Scrum environments. Adept at using JavaScript and other programming languages to produce clean code. An effective listener that can communicate technical information in an easily understandable way. Offers a strong background in creative problem-solving and a proven ability to multi-task and prioritize in fast-paced, stressful environments.

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## SKILLS

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**Programming Languages:** Java, JavaScript, C/C#, Python

**Databases:** SQL, MongoDB

**Front-end frameworks:** React.js, Vue.js

**Back-end frameworks -** Express.js

**RESTful API Integration**

**API Design and Development**

**Microservices Architecture**

**Version Control Systems:** Git, Github

**Algorithms and data structures**

**Experience with AWS services**

**Object-Oriented Programming**

**HTML and CSS proficiency**

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## WORK HISTORY

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### Boston Water And Sewer Commission

Geographic Information System (GIS) Intern

Roxbury, MA

06/2023 - 08/2023

- Utilized advanced spatial analysis techniques to generate insights from complex datasets, informing decision-making processes across various projects.
- Performed regular data updates by integrating new information into existing GIS databases, ensuring up-to-date resources.

### Nova Biomedical

Software Development Intern

Waltham, MA

06/2022 - 08/2022

- Configured software environments for test fixtures with C# resulting in increased efficiency.
  - Collaborated with cross-functional teams to design, develop, and deliver high-quality software products on time.
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## PROJECTS

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- **Diary App (Android)** - Created a diary app using Java, XML layouts, and SQLite
  - **Github:** <https://github.com/zacktram/DiaryApp>
- **Chat Room App** - Created a real-time chat room app with the MERN tech stack.
  - **Github:** <https://github.com/zacktram/ChatRoom>
  - **Live Demo:** <https://chatroom-xvu6.onrender.com/login>
- **Twitter Clone** - Created a Twitter clone using React.js, CSS, and Firebase.
  - **Github:** <https://github.com/zacktram/twitter-clone>
  - **Live Demo:** <https://twitter-clone-d6c7f.web.app/>
- **Snake Game** - Using C# and WPF, created a game where the user plays as a snake and collects food to become larger
  - **Github:** <https://github.com/zacktram/SnakeGame.git>