Zackery Tram

Portfolio: zacktram.github.io
zacktram@gmail.com

Education

Worcester State University, Worcester, MA   09/2021 - Present
Major: Computer Science - Concentration in Software Development   GPA: 3.1
Relevant Courses: Database Design, Algorithm Analysis, Unix Systems Programming, Cloud, Parallel, & Distributed Computing, Software Process Management, Software Construction and Design

---

Work Experience

Boston Water and Sewer Commission - Boston, MA   06/5/23 - 08/15/23
GIS (Geographic Information Systems) Intern
- Created and maintained GIS datasets for spatial data and metadata
- Ensured accuracy and completeness of digital data and maps

Nova Biomedical - Waltham, MA   06/20/22 - 08/19/22
Software Development Intern
- Developed and configured software environments for testing procedures with C#
- Created Windows Applications using WPF and XAML

Projects

Twitter Clone
- Created a Twitter clone using ReactJS, CSS, and Firebase. Live Demo Here

NFL Research Tool
- Using MySQL and Java, developed a tool to assist in research related to NFL statistics

3D Top Down Shooter Game
- Using Unity3D and C#, created a game where the player must fight against waves of enemies and survive for as long as possible

Snake Game
- Using C#, WPF, and XAML, created a game where the user plays as a snake and collects food in order to become larger

Pseudo Ordering System
- Using Java, constructed a pseudo restaurant ordering system

---

Skills

- Languages: Java, JavaScript, Python, C, C++, C#
- Other: SQL
- Working knowledge of WPF and XAML
- ArcGIS computer mapping software