
ZACKERY TRAM

Brookline, MA 02446 ♦ 978-868-0390 ♦ zacktram@gmail.com ♦ WWW: <https://www.linkedin.com/in/zack-tram/> ♦
WWW: <https://github.com/zacktram> ♦ WWW: <http://zacktram.github.io>

EDUCATION

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>
-

CAREER OBJECTIVE

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.

SKILLS

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

WORK HISTORY

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.
-

PROJECTS

- **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/>

- **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. **Github:** <https://github.com/zacktram/3D-Top-Down-Shooter>

- **Snake Game** - Using C# and WPF, created a game where the user plays as a snake and collects food in order to become larger. **Github:** <https://github.com/zacktram/SnakeGame.git>