Zackery Tram

Portfolio: zacktram.github.io

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Skills

- Languages: Java, Python, C, C++, C#, MySQL, and HTML
- Working knowledge of WPF and XAML
- ArcGIS computer mapping software
- Hands on experience with Unity

Work Experience

Boston Water and Sewer Commission   06/3/23 - 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

[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

[NFL Research Tool](#)
- Using MySQL and Java, developed a tool to assist in research related to NFL statistics

[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

[Tic Tac Toe](#)
- Using C#, WPF, and XAML, recreated the classic game of Tic Tac Toe

[Pseudo Ordering System](#)
- Using Java, constructed a pseudo restaurant ordering system

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Education

Worcester State University, Worcester, MA   09/2021 - Present
Major: Computer Science
Relevant Coursework: Data Structures, Database Design, Discrete Structures I & II, Unix Systems Programming, Cloud, Parallel, & Distributed Computing