

Zac Thamer

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Education

University of Maryland

College Park, MD • Fall 2018 - Spring 2022

- **B.S in Computer Science**, Minor in Real Estate Development

Technologies & Tools

- **Most Experienced:** TypeScript, React, Node, JS, Java, C#, .Net, Python, PostgreSQL, Springboot, Docker

Work Experience

Asymmetric Trading Capital - SWE Contractor

Remote / Hong Kong • September 2024 - February 2025

- Developed Python web scraping scripts & Node JS bots to automate trades with smart contracts
- Utilized various APIs in Node JS to calculate portfolio balances, create models, track prices

[Omitron](#) - SWE Full Stack

Remote • December 2022 - September 2024

- Developed and optimized reusable UI components in React, styled with CSS using TypeScript and NextJS with Material UI for a scalable, interactive frontend
- Designed and implemented SQL scripts to query PostgreSQL databases and process large datasets, integrating them with a C# .NET backend using Entity Framework
- Created Entity Framework models to map PostgreSQL database tables to C# classes, ensuring smooth data interaction and migrations
- Built and maintained RESTful API routes in C# .NET to expose data for frontend consumption, leveraging PostgreSQL for data storage
- Implemented Redux with Redux Saga to manage large-scale, real-time data fetching and state updates.
- Enabled interactive UI features such as sorting, filtering, and toggling data within custom tables, graphs, and charts using Plotly to enhance usability
- Managed deployments and assisted in infrastructure using AWS EC2 for hosting and containerized applications with Docker

[Earth2](#) - SWE Contractor

Remote • June 2022 - December 2022

- Created [3D HDRP Unity scenes](#) with custom lighting, raytracing, and assets for a game demo
- Programmed movement, UI, animation, interaction, and audio C# scripts as components of a game

Internships

[Footlocker](#) - SWE Intern

Remote • May 2021 - August 2021

- Developed a chrome extension in Javascript with React to monitor Footlocker's APIs via network requests
- Expanded the caching framework in the API gateway layer via Java Springboot on the Core Services Team

[Mohawk Games](#) - Programming Intern

Remote • February 2020 - August 2020

- Created various debug and editor tools for [PC-based strategy game](#) in Unity and C#, including a pool allocation tracker, runtime dynamic scaling of game objects, and an asset validation tool for finding un-optimized art assets. Worked on the game's XML based localization system

[Firaxis Games](#) - Programming Intern

Sparks, MD • May 2019 - August 2019

- Enhanced my proficiency of C++ in Unreal Engine 4 by working on motion control, animation systems, and nav mesh pathing for characters and vehicles, and nav mesh paths

Projects

[Aurora Proxies LLC](#) - CTO

Remote • October 2020 - May 2021

- Founded an online business specializing in the distribution of private residential and data center proxies
- Worked in a fullstack MERN role developing a dashboard & checkout site in Javascript w React Material frontend, NodeJS backend with Express, Mongo DB storage, Stripe API payment system, Discord API and Oxy proxy generation APIs