Zane Harrison

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EDUCATION

Duke University, Durham, NC **GPA**: 3.91 / 4.00 (Dean's List) **August 2020—May 2024**

Major: Bachelor of Science in Computer Science; Concentration: Software Systems
Relevant Coursework: Server-Side Web Applications, Data Structures and Algorithms, Databases, Introduction to Computer Systems, Introduction to Data Analysis, Algorithm Design and Analysis

TECHNICAL SKILLS

Languages: Python, Java, C, SQL, JavaScript, HTML, CSS

Frameworks/Technologies: React.js, Next.js, Ruby on Rails, Phoenix, PostgreSQL, Docker, GraphQL, Git

WORK EXPERIENCE

Software Engineer Intern, *Bloomberg L.P.*, New York, NY **June 2023—Present**

- Rebuilding a Bloomberg Philanthropies website using the Next.js React framework and GraphQL
- Piloting a development workflow that utilizes server-side rendering to improve search engine optimization while automating the deployment process via webhooks, Docker and WordPress APIs

Back-End Software Engineer Intern, *Internal Revenue Service,* Remote **June 2022—August 2022**

- Configured the data storing procedures (SQL) for a Java Spring Batch application to achieve compatibility with the structural changes of a Postgres relational database
- Modernized data infrastructure to assist in attaining an anticipated 20% decrease in database volume

Technical Research Fellow, *Bass Connections*, Durham, NC **August 2021—May 2022**

- Designed Java programs to analyze datasets using bioinformatic analysis and visualization techniques to understand the interplay between marine microbial communities and environmental processes
- Identified 100+ unique gene clusters and compiled findings for use in a future academic publication

Software Engineer Intern, *Code+ Program*, Durham, NC **June 2021—August 2021**

- Programmed and designed computer-generated, first-person explorable worlds from medieval maps of cities and fortresses using the Houdini 3D modeling software and the Unreal game engine
- Managed shared files, developed digital assets, and modeled the terrain and structures for the scenes

PROJECTS

Goal-Tracking Web App **April 2023**

- Developed a web app using Ruby on Rails that allows users to track and monitor their personal goals
- Added support for users and authentication and connected the app to a Postgres database

Project Team Member, *Duke Conservation Tech* **September 2020—March 2022**

- Collaborated with a team of five undergraduate students to design, program, and construct an energy-saving, variable-opacity algae window

Link Strand DNA Model **March 2021**

- Programmed an interface (Java) that uses an internal linked list to model recombinant DNA
- Optimized methods to achieve greater efficiency than string-based models

Clever Hangman Game **October 2020**

- Utilized greedy algorithmic design to program (Python) an intelligent Hangman game
- Modified program to anticipate and respond to user's letter guesses to increase the game's difficulty