

# Zach

## Armet

Williamstown, MA 01267  
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[borntoski811@gmail.com](mailto:borntoski811@gmail.com)  
[LinkedIn](#)  
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### EXPERIENCE SUMMARY

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- ❖ Eager Full-stack Software Developer with a high drive to continue education and improve skills.
- ❖ Confident utilizing several frameworks and libraries for developing and deploying applications
- ❖ Extensive background in math and science studies through the University of Vermont.
- ❖ Proficient in data management through the use of RDBMS, including MS SQL Server.
- ❖ Effective communicator that is comfortable working independently, or when collaborating with others.

### SKILLS SUMMARY

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<b>Programming/Development:</b>	C#, C++, HTML, CSS, JavaScript. SQL
<b>Frameworks/Libraries:</b>	React, Unity, Unreal Engine, jQuery, Bootstrap
<b>Database:</b>	MS SQL Server, SQLite, MySQL
<b>IDEs:</b>	Visual Studio
<b>Project Management:</b>	Azure DevOps, Agile, Scrum
<b>Version Control:</b>	Git, GitHub, Azure
<b>Non-Technical:</b>	Analytical, Communicative, Self-Motivator, Quick-Learner

### WORK EXPERIENCE

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- Unreal Intern** | Prosper IT Consulting - Remote **Dec. 2021**
- ❖ *Skillset used: Unreal Engine, Unreal Blueprinting, Level Design, Azure DevOps, Git, GitHub*
  - ❖ Project overview: Worked as part of an Agile team using Azure to develop a dungeon-crawler level in two weeks using Unreal 4. The level consisted of several basic puzzles and traps utilizing blueprints that challenged the player to explore and interact with the environment.
  - ❖ Participated in daily stand-ups and weekly sprint retrospective meetings to ensure progress on projects.
- C# and Unity Intern** | Prosper IT Consulting - Remote **Nov. 2021**
- ❖ *Skillset used: C# and Unity Engine, Azure DevOps, Git, Github*
  - ❖ Project overview: Worked as part of an Agile team using Azure to develop a classic arcade game in two weeks using Unity 2020.3. Developed a basic version of Namco's Dig Dug utilizing custom AI behavior with C# scripts.
- Wholesale Coordinator** | Cricket Creek Farm - Williamstown, MA **Mar. 2021 - Present**
- ❖ Manage and package all wholesale cheese orders from the farm's wide variety of distributors and customers. Constant use of Quickbooks and Google applications for invoicing and communication.
- Warehouse Personnel** | Zogics - Lee, MA **Jul. 2020 - Mar. 2021**
- ❖ Contracted to help the sanitary-supply company Zogics with distribution during their explosive growth over the COVID-19 pandemic.
- Intern** | Berkshire Innovation Center - Pittsfield, MA **Dec. 2019 - Aug. 2020**
- ❖ Researched and wrote about various topics for marketing copy, managed in-house AV equipment, and assisted in the additive manufacturing lab. Also utilized Nexodus and Microsoft Office applications for business management and web design purposes.

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### EDUCATION & TRAINING

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#### **Certification in Software Development** | The Tech Academy **Jan. 2022**

- ❖ Intensive Full-Stack Software Developer boot camp with more than 600 hours of instruction and hands-on coding experience.
- ❖ Predominantly focused on utilizing C#, C++, Unity, and Unreal Engine.
- ❖ Thoroughly covered fundamentals of Computer Science, MVC, CRUD, HTML, CSS, and JavaScript.
- ❖ Specific studies in RDBMS, including MS SQL Server, SQLite, T-SQL/SQL.
- ❖ Tangible experience with Agile and Scrum methodologies.
- ❖ Developed numerous practical projects.

#### **Bachelor's in Physics** | University of Massachusetts – Amherst, MA **Aug. 2020 - Dec. 2021**

- ❖ Furthered Python experience with a remote Computational Physics class.

#### **Bachelor's in Physics** | University of Vermont – Burlington, VT **Aug. 2017 - Dec. 2019**

- ❖ Excelled in an introductory Python course and created a robust text-based Blackjack game.
- ❖ Included on the Dean's List multiple semesters.
- ❖ Participated in an Undergraduate Learning Assistant Program for Physics based on merit.