# Zachary Bruennig

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## **EDUCATION**

## **UNIVERSITY OF KANSAS**

Computer Science Major Math Minor

May 2019 | Lawrence, KS Cum. GPA: 3.75 / 4.0 Engineering GPA: 3.68 / 4.0 Minor GPA: 4.0 / 4.0

Cum. ACT Score: 30 Math ACT Score: 34

### **PROGRAMMING SKILLS**

Experienced:

Ruby, Rails, C++, Linux, Python, C# Knowledgeable:

C, Java, Haskell, JavaScript, React, Unity, LaTeX

Familiar:

VHDL, SQL, HTML, CSS, Lua

#### **PROJECTS**

Noteworthy Projects (Bold indicates Github source available)

FlingShot (C#, Unity)
Seat Critique (Ruby, Rails)
Reaching Static Analysis (Python)
Pool Hall 3D Scene (C++, OpenGL)
Sunshine Alarm Sensor (Hardware)
Skeddit (Ruby, Rails)

CensusPlus, other mods/addons (Lua)
Bash Terminal (C)

OS Scheduler (C)

MIPS Processor (VHDL)

C-style compiler (Haskell)

Many smaller/less exciting projects.

(C++, Python, Haskell, JavaScript, etc.)

#### MATH

Quantum Algorithms
Theory of Computing
Graph Theory
Predicate and Symbolic Logic
Mathematical Statistics
Number Theory
Modern Algebra
Calculus/Linear Algebra

## LINKS

Github: zbruennig

Facebook: zachary.bruennig

Snapchat: zkb 0

LinkedIn: zachary-bruennig

## **EXPERIENCE**

## **CERNER**

Summer 2018 | Kansas City, MO

- Created a Ruby service client for Cerner's HealtheIntent platform.
- · Performed Load Testing for various microservices.
- Followed Agile practices, including scrum, code reviews, source control, linting, continuous integration, and JIRA.

#### **BALANCE INNOVATIONS**

Summer 2017 | Lenexa, KS

- Created a dashboard which tracks and displays information about one of Balance's gateways.
- This project combined backend SQL and C# with frontend React.
- · Managed to get projects in different frameworks working together.

**TEACHING** 2015 – 2019

- Worked as a TA for multiple math classes, leading help and review sessions of sizes ranging from individuals to groups of 100+ students.
- Tutored over 1000 students in various different STEM classes.
- I have been praised as one of the best TAs at KU.

## LEADERSHIP

#### **FLINGSHOT**

2018 - 2019

- Team leader for my senior capstone project. We built FlingShot, a mobile procedurally-generated slider puzzle game.
- I created and implemented our random map generator algorithm, and many other key parts of the app.
- FlingShot earned the Niehaus Award, voted by peers as the best senior capstone project.
- Deployed to iOS and Android app stores on May 14, 2019.

#### HACK KU / ACM

2016 - 2018

- Coordinator for judging KU's annual Hackathon, HackKU. In 2018 HackKU pulled in 100+ attendees from across the country. I created the competition rules and oversaw the judging process.
- Programming Club chair for the Association for Computing Machinery (ACM). I ran weekly meetings where the club talked about technical subjects. My role included hosting/giving talks, writing programming challenge problems, and organizing/running programming competitions.

## **AWARDS**

2016	Garmin Excellence Engineering Scholarship
2016	2nd Place in the Junior Level KU Math Prize Competition
2017	1st Place in the Junior Level KU Math Prize Competition
2017	Department of Mathematics Scholarship
2017-2019	Member of Tau Beta Pi Engineering Honor Society
2017	HKN (EECS Honor Society) Undergraduate Award (x2)
All Years	Engineering Dean's Honor Roll
2018-2019	Undergraduate Teaching Award

2019 3rd Place in the Senior Level KU Math Prize Competition

2019 Niehaus Award