Permanent Address

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Zachary Geier

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EDUCATION

Computer Science, Bachelor of Science

Virginia Tech, Blacksburg, Virginia

- University Honors College Student
- Current GPA: 3.68; In Major: 3.82

PROFESSIONAL EXPERIENCE

Software Developer, Consulting

February 2020 - Present

Yext, Arlington, Virginia

- Created 15 full production Jamstack site implementations for multiple international clients
- Implemented client sites using modern SASS/HTML and WCAG standards
- Contributed over 350 production changes to Initial Site Implementation, Support, Production Operations, and R&D teams
- Led R&D efforts to improve Go CLI developer tools and improve client page speed
- Managed delivery of new sites and features with project managers, designers, and clients

Full Stack Developer, Rapid Prototyping Intern

Summer 2019

Accenture Federal Services, Fjord Digital Studio, Washington, DC

- Led development of CLI in Go to automate AWS API creation and management process.
- Wrote AWS Terraform modules, Bash scripts, and Jenkins DevSecOps pipelines.
- Created serverless AWS DeepLens Amazon Rekognition application and API with AWS API Gateway, Lambda, and DynamoDB.
- Ranked 1st out of 300+ software developers in Accenture Chief Technology Officer Challenge.

Software Engineer, Intern

Summer 2018

Solers, Inc., Blacksburg, Virginia

Summer 2017

- Improved functionality and maintainability of back-end Java code and Python automation.
- Developed Puppet module and HEAT OpenStack template to deploy custom issue tracking system.

Programmer, Intern Innerspec Technologies Inc., Lynchburg, Virginia

Summer 2015

Developed CAD format converter that has since been used to manufacture \$1M+ in PCBs.

PROJECTS

International Collegiate Programming Competition Team

Fall 2016 - Dec. 2020

Virginia Tech Blockchain Competition (1st Place, \$8K cash award)

Spring 2019

- Team leader and mobile developer for Android P2P class attendance tracking app built on EOSIO blockchain.
- Contributed to open-source EOS JVM Android library on Github used by 100+ applications.

LibX Research Project

Fall 2018

- Developed an open-source browser extension for exploring university library resources.
- Implemented modern React/Javascript principles to develop a portable browser extension.

Hackathons

- Microsoft Azure Virginia Tech Hackathon 2019 (1st Place)
 - Deployed custom EOSIO application on Azure Virtual Machine instance
- UVAHacks 2018, AudibleSNACk (Best Visualization of Diversity of Archival Networks)
 - Created Amazon Alexa skill with AWS Lambda to explore a historical biographical database
- Hoya Hacks 2018, Cri.me (1st Place in Gender Equality category)
 - Developed Samsung Gear VR application to visualize crime statistics on the Virginia Tech campus
- Google VR Challenge 2017, AMazing Developed a VR maze game in Unity for Google Cardboard
- Very Real Chess (2016) Developed a VR chess game for HTC Vive and released to Steam with 400+ users

TECHNICAL SKILLS

Programming Languages: Proficient in Go, JS, HTML, CSS/SASS, Java, Python, Javascript, Kotlin and C

Technologies: Grunt, Webpack, AWS (Lambda, API Gateway, S3, EC2, IAM, RDS, DynamoDB, VPC), Git, Android, Unity, Terraform, Jenkins, Ansible, NPM, Puppet, Gerrit, React, Selenium WebDriver, OpenStack

Graduated Dec. 2020