Zachary Geier

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EDUCATION

Computer Science, Bachelor of Science   Graduated Dec. 2020
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   *Summer
2015*
Innerspec Technologies Inc., *Lynchburg, Virginia*
- 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