Zachary "Zed" Chance

Roseville · California zedchance.com (530) 416-0928

 $\textbf{Favorite classes} \quad \text{Advanced Algorithm Design} \cdot \text{Computing Theory} \cdot \text{Cryptography} \cdot \text{Data Structures} \cdot \text{Operating System Principles}$

Skills C · Java · Python · git · Docker · Django · Linux · Tutoring

EDUCATION

CALIFORNIA STATE UNIVERSITY: SACRAMENTO

Graduating May 2022

Bachelor of Science – BS, Computer Science, 3.5 out of 4.0 GPA

Mathematics Minor

Experience

SOFTWARE ENGINEER INTERN, CSUS

Jun 2021-Current

Developer for SecTutor project, supervised by Professor Jun Dai.

- SecTutor is an intelligent tutoring system (ITS) funded by the NSF to study common misconceptions in secure programming. SecTutor helps students learn common programming misconceptions through multiple-choice quizzes, and allows teachers to see where their students may be struggling.
- Took over development of web app built using Django, Bootstrap, and Heroku.

Computer Science Tutor, Sierra College

Oct 2019-Current

Computer lab instructional assistant, supervised by Professor Barry Brown.

• Provided support for students in all lower division computer science courses, and tutoring assitance via Zoom during work-from-home.

PROJECTS

REELRADIO INC. SENIOR PROJECT

Our team revamped the ReelRadio website using an Agile process. We worked with our client to develop mockups, prototypes, and user stories. Implemented changes in 2 week sprints, including documentation and version control.

Theia Sierra IDE

Student developer for Theia Sierra IDE project, supervised by Professor Barry Brown at Sierra College. The Theia Sierra IDE project is an online development environment used by students in the C and C++ classes at Sierra. Built using open source software Docker and Eclipse Theia.

OSCARS REST API

TEAM PROJECT

Our team developed a RESTful API that returns information about Oscar nominated movies. Developed using Agile principles (SCRUM) with strict code review and version control. Implemented in Java using Spring.