

Zacharia Kornas

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EDUCATION

University of Washington, Seattle, WA

Dean's List, 3.9 GPA

Bachelor of Science, Major: Informatics

Relevant Courses: Foundations of Programming I/II, Data Science Foundations, Client-Side Development, Information Assurance and Cybersecurity, Databases and Data Modeling, Data Structures and Algorithms, Networking and Distributed Systems, Data Science I.

SKILLS

Programming Languages: Java, Python, Javascript, HTML, CSS, and R.

Technologies: React, Node.js, SQL, MySQL, Git/GitHub, Postman, Firebase, Linux

Concepts: Object-oriented design, Program Runtime Optimization, Software Development Life Cycle

EXPERIENCE

UNIVERSITY OF WASHINGTON, ACADEMIC TECHNOLOGIES

Systems Consultant

Jan. 2022 – Present

- Develop and maintain macOS and Windows-based disk images and application packages for quarterly deployment.
- Responsible for over 300 machines across multiple locations ensuring proper security protocols are followed.
- Monitored and responded to ongoing security risks throughout the lab.

YMCA OF GREATER SEATTLE

Membership Services Lead

Aug. 2022 - Jun. 2023

- Supervise frontline staff and provide leadership for high quality customer service.
- Serve as the primary resource for staff regarding policies, procedures, and internal computer systems.
- Continuously train and onboarded new membership staff in a fast-paced team environment.

Membership Engagement Representative

Sep. 2019 - Aug. 2022

- Provided quality customer service to members, guests, and program participants while adhering to YMCA policies and procedures. Maintained safety and security as a top priority.

UW MEDICINE, DIVISION OF ALLERGY AND INFECTIOUS DISEASE

Student Fiscal Assistant

Jan. 2021 - Jan 2022

- Reconciled state and federally-funded budgets according to audit requirements.
- Maintained financial documentation to comply with sponsor guidelines.
- Provided support in budget maintenance and reporting using internal financial management systems.

PROJECTS

UNIVERSITY OF WASHINGTON, ACADEMIC TECHNOLOGIES

Multiplayer Tic-Tac-Toe - github.com/zkornas/TicTacToeRFC

May 2023 - Jun. 2023

- Developed a multiplayer Tic-Tac-Toe game in Java, adhering to the Tic-Tac-Toe protocol RFC to enable users across diverse platforms to connect to a central server and engage in seamless, real-time gameplay.
- Designed a robust client-server architecture to manage player communication and synchronize sessions.
- Integrated functionalities such as real-time move updates and result notifications while ensuring sophisticated error handling and input validation mechanisms to maintain uninterrupted interactions between clients and the server.

UNIVERSITY OF WASHINGTON, ACADEMIC TECHNOLOGIES

Dub Dumps - github.com/info340b-sp22/Dub-Dumps

Apr. 2022- Jun. 2022

- Created a react-based website for students to easily find and rate campus bathrooms using school email authentication. Implemented sorting by proximity, accessibility, and ratings for user-friendly experience
- Utilized firebase for secure user data management and hosting.
- Optimized both frontend and backend for quick usability, enhancing campus life through practical information sharing.

UNIVERSITY OF WASHINGTON

TOR Research

Feb. 2023 - Present

- Designing and conducting an experimental study to explore bandwidth spoofing to alter traffic of TOR network through malicious relays.
- Deployed 13 Raspberry Pis configured as various types of nodes to simulate a micro-TOR network.