zach.l.ward6@gmail.com | 1395 Lexington Avenue, New York, NY | (703) 309-2314

SKILLS

JavaScript | React | Redux | Ruby | Rails | Python | Flask | SQL | jQuery | HTML | CSS | Git | RSpec

EXPERIENCE

HEPData, Leesburg, VA | *Software Developer*

AUGUST 2016 - FEBRUARY 2017

- Developed the back-end for a new version of one of the company's primary web services using Python and the Flask web-framework.
- Wrote Python scripts to automate processes for quality assurance and error-checking.

WebSubstance, Sterling, VA | *Web Designer*

SEPTEMBER 2015 - AUGUST 2016

Designed websites utilizing HTML5 and CSS resulting in stylish user interface.

PROJECTS

Zacmo - Ruby/Rails, React/Redux, PostgreSQL

Live | Repo

Web Application Inspired by the mobile payment service Venmo

- Combined a RESTful API with Redux architecture to facilitate a seamless flow of data from the back-end to the front-end, leveraging React to create an interactive UX/UI.
- Integrated with the Dwolla API to allow users to link bank accounts and send funds to others via ACH transfer.
- Implemented infinite scrolling and user search by combining event listeners with AJAX requests to dynamically fetch and present data.

Flawk.io - Node.js, Socket.io, Canvas

Live | Repo

A real-time multiplayer HTML5 JavaScript game inspired by slither.io

- Developed client-server based game engine in Node.js while leveraging WebSockets to allow multiple players to connect and play against each other in real time.
- Created a suite of trigonometric functions to assist with calculations of object velocities.

Inquire.js - JavaScript

Repo

A light-weight DOM manipulation library

Inquire.js simplifies interaction with the DOM while providing methods for AJAX requests.

EDUCATION

App Academy | *Software Development*

FEBRUARY 2017 - MAY 2017

• Software development bootcamp with < 3% acceptance rate and 1000-hour curriculum

Indiana University | *Music Performance*

AUGUST 2013 - DECEMBER 2014

Studied classical performance on the double bass at the Jacob School of Music