

Zachary Sorensen McNellis
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QUALIFICATIONS SUMMARY	Software developer at CGI since 2016. Master's in Computer Science (Graphics), May 2016. Bachelor's in Computer Science, Clemson Honor's College 4.0 GPA in 3 years, with a passion for software design and implementation across a variety of programming platforms/languages. Experienced in web development, UI design, and object-oriented programming.		
CAREER GOALS	I envision a career in computer science where I will continue to work diligently and strive to become an innovative leader with a team of like-minded colleagues dedicated to advancement, ingenuity, & discovery.		
EDUCATION	Clemson University		May 2016
	MS Computer Science (Graphics & Visualization Concentration)		
	<ul style="list-style-type: none">Current GPA: 4.00		
	Calhoun Honors College, Clemson University		2012-2015
	BS Computer Science (Combined Bachelor's/Master's Program)		(3 years)
	<ul style="list-style-type: none">GPA: 4.00, <i>Summa Cum Laude</i>Faculty Scholarship Award (highest GPA in dept. of computer science)		
CAREER EXPERIENCE	CGI (formerly CTS), Birmingham, AL		2016-present
	<i>Software Developer/Consultant</i>		
	<ul style="list-style-type: none">Developed API microservices architecture for tracking renewable energy assetsAssisted in the development of a point of sale system used across multiple US statesCreated a tool for insurance adjusters to create and sign electronic documentsFrequently used ASP.NET, SQL Server, SSIS, SSRS, Angular, and Entity Framework		
	Clemson University, Clemson, SC		2015-2016
	<i>Graduate Teaching Assistant</i>		
	<ul style="list-style-type: none">2D Game Engine Construction (CPSC 4160/6160)OO Software Development with C++ (CPSC 8700)Taught and mentored graduate and undergraduate students		
	Lincs, Charleston, SC		Summer 2015
	<i>Software Developer Intern</i>		
	<ul style="list-style-type: none">Used Ionic framework to build a hybrid mobile app for a food delivery serviceBuilt responsive web apps using AngularJS, Firebase, and Node.jsGained experience using Agile Scrum methodologies		
	Scientific Research Corporation, Charleston, SC		Summer 2014, 2013
	<i>Engineering Intern</i>		
	<ul style="list-style-type: none">Competitive internship awarded by Defense Contractors Association		
TECHNOLOGY SUMMARY	Languages/Programming: C, C++, C#, Java, HTML/CSS, JavaScript, Python OS: Windows, Mac, Linux Professional experience developing software in C#, C++, JavaScript, ASP.NET MVC, and SQL Server. Responsible for requirements gathering, incremental and unit testing, and software analysis in both Agile and Waterfall environments. Strong background in RESTful web services, TDD, and asynchronous programming.		
RESEARCH	<ul style="list-style-type: none">Z. McNellis, B. Malloy. "Construction of a Generic Program Representation for Automated Metric Computation"Z. McNellis, S. Remy. "Evolving Networked Controllers at Scale in the Presence of Noise"Z. McNellis, et al. "User Review Characterization via Subreddit Word Analysis"		2016 2015 2014