Zoryah Gray

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EDUCATION

Northwestern University, Evanston, IL – *Bachelor of Arts in Computer Science* June 2025

Cumulative GPA: 3.7

Relevant Coursework: Web Development • Data Structures & Algorithms • Operating Systems • Intro to Computer Systems • Embedded Systems • Game Design and Development

Awards: Questbridge Match Scholarship at Northwestern University • Questbridge College Prep Scholar • 1st Place DOE OTT Tech Commercialization Internship Research Presentation [2023] • NRF Foundation Customer Service & Sales Certification

SKILLS

Python • JavaScript • TypeScript • React • Node.js • Express.js • Full-stack Development • C# • C • HTML • CSS • Unity • GitHub • SQL • Pandas • Graphic Design (Adobe Photoshop, Canva) • Logo Creation • Google & Microsoft Suites

EXPERIENCE

Computer Science Department, Northwestern University – *Peer Mentor* September 2022 - PRESENT

- Directly instructed 14 students in weekly tutorial sessions in foundational **Python** programming for the Intro to Computer Science Course to improve their comprehension and application of coding principles
- Provided bi-weekly Office Hours to over 300+ students with homework, coding, and lecture content questions.
- Participated in 2 comprehensive Computer Science Peer Mentor/Teaching Assistant Training Courses to enhance instructional abilities to lead and construct lessons for tutorial sessions for students more effectively

Tunepad – *Software Development And Curriculum Intern* June 2024 - September 2024

- learn.tunepad (Open Source): Developed an arpeggio interactive using **TypeScript**, enhancing the selection of learning tools
- Taught coding basics to a camp of 35+ k-12 students, guiding them in creating their own Tunepad projects.

Argonne National Laboratory Technology Commercialization – *Student Intern Researcher* May 2023 - August 2023

- Conducted in-depth market research to analyze present and future trends, the competitive landscape, and potential commercialization opportunities for Aeternal Upcycling's technology to determine future market viability
- Showcased final research findings through a pitch presentation in front of 3 DOE commercialization experts and won **first place** for the presentation

PROJECTS

Photo Diary – *Software Designer and Developer* June 2024 - August 2024

- Developed a full-stack web application using **HTML, CSS, JavaScript, Node.js, Express.js,** and **React** to handle dynamic content and interactions, creating an interactive photo library for users to store images with personalized messages
- Built a custom upload feature allowing users to set automated schedules for photos and messages, creating an engaging memory-sharing experience over time
- Implemented secure user authentication for personalized image storage, with data persistence using **MySQL**

CS Unity Game Course Group Project – *Game Level Designer and Programmer* January 2024 - March 2024

- Learned about entity component architecture, game design theory, and building efficient backend systems for games.
- Utilized VS Code for programming and scripting in **C#** within Unity to construct the core game mechanics and features
- Effectively implemented **Git version control** to manage branches, merge code, and resolve conflicts to maintain a stable and coherent codebase.

NU Blockchain – *Frontend Software Engineer, Application Technology Team* January 2024 - June 2024

- Collaborated with a team of 15 to build a remittance app that incorporates web2.5 integrations
- Designed the UI/UX that enhanced overall accessibility and understanding of cryptocurrency
- Crafted visually compelling and responsive front-end components, specifically tailored to provide an intuitive and user-friendly experience for both cryptocurrency enthusiasts and newcomers
- Applied APIs for the remittance app which enhanced its functionality and security

Game Jam – *Game Level Designer, Group Project* January 2023 - May 2023

- Created a game using **Unity and C#** in a team of 3 people based on the theme of Sustainability
- Crafted the game's level design, built the mini-game systems with Events and Scriptable Objects, and maintained overall game quality for a cohesive player experience.

Amaral Research – *Undergraduate Researcher* June 2022 - May 2023

- Constructed a **Python** program to analyze the inner components of Microsoft Word files to deduce the purpose and significance of document' bundles