Zachary Plante

✉ zptyler@gmail.com ⌨ zplante
📞 714-679-5235 in Linkedin

Education

University of California,
Santa Cruz• 2015-2019 •
B.S. Computer Science • Baskin
School of Engineering • GPA: 3.2

Coursework

Natural Language Processing
SQL and Databases
Computational Models
Software Design Project I
Software Design Project II
Discrete Mathematics
Computer Architecture
Operating Systems
Analysis of Algorithms
Comparative Programming
Software Engineering

Skills

Languages
Python • Java • C • JavaScript •
HTML • CSS • Processing • SQL •
Latex • Arduino • C# • C++

Frameworks
Django • React • React Native

Tools
XCode • Android Studios • NLTK •
Firebase • Git • Google Cloud
Platform • Micro-Controllers •
Terminal • AWS • REST APIs • JSON
Operating Systems
Linux • Mac • Windows • FreeBSD

References

Emily Slatter
Manager
831-713-9147
MRep@WoodstocksCruz.com
Juliana Zatz-Watkinz
Supervisor
530-219-1390
jzatzwat@ucsc.edu
Professor Dena Robertson
Mentor
831-459-609
demrober@ucsc.edu

Projects

Meme Feed | Social Media App
Winter 2019 - Present
- Full Stack Developer on React Native powered App for iOS and Android
- Allows Users to upload photos and GIFS, as well as comment, message and follow each other
- Oversaw back-end using Firebase and Firebase Storage
- Currently launched on iOS App Store and Google Play Store

Natural Language Processing Final Project | Question Answering Machine
Winter 2019
- Utilized NLTK to develop a QA Machine
- Able to answer both factoid and discourse questions
- Utilization of dependency and constituency parse trees
- Developed a discourse model to resolve pronouns and ambiguity

DataViz | Web Application
Fall 2018
- Built a Web Application utilizing Django
- Generates graphs and songs to correlate with users input data or CSV files
- Used D3 and Tone.js to play the graph back to the user

Hands Free Mouse | Eye Tracker
Summer 2019 - Present
- Prototyped a hands free mouse using an EEG chip and eye tracking software
- WebCam tracks eye movement to mimic cursor movement, while the EEG chip checks for brainwave spikes to enable clicks

Modified FreeBSD | Open Source OS Work
Fall 2018
- Made several edits to the FreeBSD source code and rebuilt the kernel
- Modifications included the scheduler, the pageout algorithm, and the file system

Mario Bot | Custom Nintendo Controller
Spring 2019
- Programmed a Teensy Micro-Controller to output serial information through USB to communicate and control a Nintendo Switch
- The Micro-Controller can receive serial input from a Python script to play different games or create custom controllers

Related Work Experience

Modified Supplemental Instruction Tutor | Learning Support Services at UCSC
Winter 2018 - Spring 2018
- Tutored students for an introductory computer science classes
- Created collaborative programming exercises to teach students
- Attended weekly training meetings to learn communication and teaching skills