Zachary Plante

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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

Frameworks
Django • React • React Native

Tools
XCode • Android Studios • NLTK • Firebase • Git • Google Cloud Platform • Micro-Controllers • Terminal

Operating Systems
Linux • Mac • Windows • FreeBSD

References

Emily Slatter
Manager
831-713-9147

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

- Prototyped a hands free mouse using an EEG chip and eye tracking software
- Web Cam tracks eye movement to mimic cursor movement, while the EEG chip checks for brainwave spikes to click

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 trough 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 weakly training meetings to learn communication and teaching skills