Zachary Stepp

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Summary

Dynamic computer science graduate with diverse experience in leadership, technology, and problem-solving. Expertise in software design and database management was developed through founding a robotics team and overseeing aquatic programs. Committed to continuous learning in fast-paced environments with a proven track record of tackling complex challenges. Passionate about leveraging technical skills and a collaborative spirit to make impactful contributions to the computer science field.

Skills

- Languages: Java, Python, C/C++, Lua
- Technical: Database Management, Data Structures and Algorithms, Research
- Professional: Teamwork, Problem-solving, Time Management, Attention to Detail, Critical Thinking

References available upon request

Work Experience

Contractor | Artify Marketing & Design, Cadillac, MI
October 2025 - *Present*
Assisted in repairs and migrations of WordPress websites hosted on Bluehost.

Founder and Mentor of Robotics Team | Oscoda Area Schools, Oscoda, MI
January 2018 – Current

- Focused on developing adaptable Java-based autonomous routines and simplifying user controls.
- Designed spreadsheets for detailing over 40 robots at a time.
- Provides continuous mentorship by training new programmers and advising on design and electrical systems.

Senior Counselor, Director of Aquatics & High Ropes | YMCA Camp Nissokone, Oscoda, MI
April 2018 – October 2025 (Seasonal)

- Collaborated with a 60+ member team to manage camp operations and ensured the safety of 1,000+ children per summer.
- Supervised, scheduled, and managed staff to ensure smooth program execution.
- Maintained American Red Cross lifeguard certification.
- Solved logical problems regarding program areas, technology malfunctions, and staff training.

Education

December 2024
B.S. Computer Science
Lake Superior State University, Sault Ste. Marie, MI

- Completed projects including
- Developed a 16-node Raspberry Pi cluster for distributed computing.
- Created a library patron counter with automated tracking via a locally hosted website.
- Built a Minecraft terrain generation simulator using a Perlin Noise algorithm in C++.
- Relevant Coursework: Data Structures & Algorithms, Networks, Operating Systems, Computer Graphics.