

Zachary Williams

CONTACT INFORMATION

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EXPERIENCE

WillowTree - *S.W. Engineer Intern* Summer 2019

Worked as an iOS software engineer. Worked on production code for a client, and a greenfield internal app. Used Swift, Firebase, and JS. Built production-ready Git repositories.

Zachary Williams' Design Summer 2018

Freelance. Worked 1-on-1 with clients to design websites, advertisements, and desktop software.

Contrast Security - *Intern* Summer 2016

Worked as a UX designer in a DevOps environment. Designed the company's iOS app, optimized their website for responsive design, and conducted UX review meetings.

KDG Advertising - *Intern* Summer 2014

Apprentice to lead designer. Responsible for company logos, t-shirt designs, social media designs, and customer interviews.

SKILLS

Proficient - DevOps, Agile, Swift, Java, Python, Git/Github, HTML/CSS/SCSS, iOS Dev., Web Dev., UX/UI Design

Familiar - Javascript, React, C#, C, Unity, UE4, HTTP, Low-Level Programming, Linux Architecture, Networking

ACTIVITIES & ORGANIZATIONS

- BrickHack4 Hackathon (2018)
- RIT Computer Science House (2017-2018)
- RIT Overwatch Esports Team (2017-2019)
- Bitcamp Hackathon (2017)
- UMD Programming Contest (2017)
- Taught Swift & iOS Coding Class (2014)
- FIRST Robotics Team (2013)

EDUCATION

Rochester Institute of Technology - *New York*

Bachelor of Science in Web & Mobile Development.
Expected Graduation: May 2021

PROJECTS

Weeks - github.com/zachary-williams/weeks

A simplistic credit-based habit tracking app. Written in Swift. Implemented using SwiftUI, CoreData, and iCloud.

Make-N-Share - makenshare.com

A web app for crowd-sourced 3D printing. Responsible for the front-end of the app, using fully custom HTML and CSS. Built alongside a team of 3 other people during the BrickHack4 hackathon.

NIKHEDONIA - goo.gl/TYLkDM

A turn-based strategy game for iOS based on the board game Go. Implemented with the SpriteKit framework and a Model-View-Controller structure.

Rock, Paper, Scissors, RUSH! - goo.gl/Hn5KjT

An iOS game developed in Swift as a personal project, and published in the App Store. Learned about many core iOS development concepts, such as core data and auto-layout constraints.

TrailHub - devpost.com/software/trailhub

A web app for planning camping trips with friends. Designed and built the front-end. Worked on it with a team of people during Bitcamp 2017.

VIEW MY WORK

Website zacharywilliams.me

GitHub github.com/zachary-williams

Dribbble dribbble.com/zachary-williams