

# ZACHARY WILLIAMS

## CONTACT INFORMATION

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## EXPERIENCE

### **Zachary Williams' Designs (Summer 2018)**

Freelance. Worked 1-on-1 with clients to design websites and advertisements for their projects.

### **Intern • Contrast Security (Summer 2016)**

Worked as a UX designer in a DevOps environment. Responsible for designing the company's iOS app, optimizing their website for responsive design, and conducting UX review meetings.

### **Intern • KDG Advertising (Summer 2014)**

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

## SKILLS

**Skilled** • DevOps, Agile, Swift, Java, Python, Git, HTML/CSS, iOS Dev., Web Dev., UX/UI Design

**Familiar With** • Javascript, C#, C, Unity, UE4, HTTP, Low-Level Programming, Linux Architecture, Networking

## ACTIVITIES & CLUBS

- BrickHack4 Hackathon (2018)
- RIT Computer Science House Member (2017-18)
- RIT Overwatch Esports Team Member (2017)
- Bitcamp Hackathon (2017)
- UMD High School Programming Contest (2017)
- Computers for Kids Maryland (2013-15)
- Taught Swift & iOS Programming Class (2014)
- FIRST Robotics Team (2013)

## EDUCATION

### **Rochester Institute of Technology (2017-21)**

Pursuing B.S. degree in Computing Security, with a 3.3 GPA. Graduation year of 2021.

## PROJECTS

### **Make-N-Share • [makenshare.com](http://makenshare.com)**

A web app for crowd-sourced 3D printing. I was 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](http://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](http://goo.gl/Hn5KjT)**

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

### **TrailHub • [devpost.com/software/trailhub](http://devpost.com/software/trailhub)**

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

## VIEW MY WORK

**Website** [zacharywilliams.me](http://zacharywilliams.me)

**GitHub** [github.com/ZachTheSloth](https://github.com/ZachTheSloth)

**Bēhance** [behance.net/zacharywilliams](https://behance.net/zacharywilliams)

**99Designs** [99designs.com/profiles/zachthesloth](https://99designs.com/profiles/zachthesloth)