

Joshua Zack

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SKILLS

Extensive Experience with:

- Python: 14 years
- JavaScript
- C++
- C#
- Github
- Backend Development

Additional Skills:

- Web Design and Dev
- DevOps
- FastAPI
- Microsoft Office Programs
- Quick Learner
- MySQL
- Agile Teams
- C++

EDUCATION

Master of Engineering in Computer Science - 3.8 GPA

2024 - Expected Summer 2026

University of Cincinnati

- Advanced Topics in NLP
- Intro to Medical Informatics
- Intro to Functional Genomics

Bachelor of Science in Computer Science - 3.7 GPA

2018 - 2023

University of Cincinnati, Class of 2023 - Honors Diploma, Cum Laude

EMPLOYMENT EXPERIENCE

Software + Solutions Co-op: Kinetic Vision

Jan 2022 - Aug 2022

- Produced a variety of software products for clients based on business specifications.
- Handled documentation of newly developed and previously made development projects.
- Researched new tools and software for both the company and clients.
- Maintained software suites for long term maintenance of client software.
- Worked in small Agile teams to create new or updated products from scratch.

Software Developer for API/APX Team Co-op: London Computer Systems

May 2021 - Aug 2021

- Developed and updated API modules for internal and external use by other developers.
- Created developer tools that enabled faster and cleaner code production.
- Implemented robust workflow tools to quickly review and update outdated >20 year old C# code.
- Worked in an Agile team to debug and improve newly implemented API modules.

Quality Assurance for API/APX Team Co-op: London Computer Systems

Aug 2020 - Dec 2020

- Tested and evaluated tools made for API web connection to the main product.
- Worked in an Agile team environment to alleviate issues remotely and in person.
- Tested and debugged main development products and tools.
- Conducted code reviews with developers to resolve bugs and errors.

Open for calls during normal business hours.

EMPLOYMENT EXPERIENCE CONT.

Developer Co-op: SIEMENS

Jan 2020 - May 2020

- Created and enhanced backend tools for other developers.
- Collaborated in a global team environment.

Student Developer: UCSIM Center for Simulations & Virtual Environments Research

May 2019 - Aug 2019

- Created and developed virtual and augmented demos for use of showcases.
- Worked on creating 360° videos of Cincinnati's 2019 Blink event.
- Made critical decisions within a very small company setting.
- Developed new Artificial Reality technologies for the Magic Leap AR goggles.

CURRENT PROJECTS

Wanderer's Way: A TRPG

Aug 2023 - Present

- A Tabletop RPG game (similar to Dungeons & Dragons) with an emphasis on simplicity and character creation freedom.
- Creating a database using MySQL for ease of updates for Traits, Spells, and Items.
- Using an API made with FastAPI for connecting the database to the Website.
- Working with a partner to create a custom made Website for ease of sharing and updating.
- Garnering consistent feedback through small group interactions.

Multiplayer Mixed Reality for Learning: Master's Capstone

Jan 2026 - Present

- Utilizes multiple Meta Quest systems to provide a shared augmented reality experience.
- Written in Unity and Unreal for comparison.
- Current scope is to demonstrate geological specimens with no physical objects to allow for easier viewing and explanations.
- Designed for simple setup, connection, augmentation, and usage.

ACCOLADES

- University of Cincinnati's Dean's List *2018 - 2023*
- Boy Scouts of America: *Eagle Scout Rank* *2009 - 2019*
- National Honor Society *2016 - 2018*