Zachariah Stratton

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BS Computer Science graduate with extensive class experience in Data Structures, Algorithms and Game Design. Familiar with Java, JavaFX, JavaScript, C++, C#, SQL, OpenCV libraries and some Haskell. Experience working in teams and on long term projects with specific deadlines.
https://www.zachariahstratton.com

EXPERIENCE

CLASS PROJECT EXPERIENCE
- Wrote a parsing program to sift a multiple thousand page document of data and interface into an SQL database.
- Personally created all UI work for 5 separate Robotics projects written in JavaFX framework
- Wrote an AI back-end program for a fully functional mobile game in C++ and allowed it to interface with the front-end running Java.

SKWERLHURLER GAME DEV TEAM (FALL 2016 - PRESENT)
Art and Animation leader with minor programming
- Personally created all artwork and visible animations for a fully functional mobile game, as well as assisting in the programming and scripting.
- Worked in a team of 6 people and scheduled regular meetings and deadlines.
- Set up contributing programs to improve workflow. (Discord chat and filesharing server, github repository, shared documents and calendar for deadlines)

PERSONAL PROJECTS
Game Modifications
- Created and distributed popular modifications for various video games, reaching over 40 thousand public downloads across my various projects.
- Shared extensive notes and skills with other programmers working primarily on de-constructing code from a machine code level.
- Designed, wrote, and implemented an OpenCV powered C++ program working with image recognition on a rapid scale to control mouse movement for a wide variety of games and other applications

EDUCATION

Texas A&M International University Laredo
Contributing classes for Bachelor of Science in Computer Science from August 2014 through July 2015.

Texas A&M College Station
Bachelor of Science in Computer Science in progress since July 2015.

- Graduated in August 2019

ADDITIONAL SKILLS

- Extensive experience in Unity game engine including C# scripting and Animating, HTML and CSS for web design, and JavaScript/Google Apps Script for developing a fully functional Google Docs plugin for Texas A&M CSCE 482 - Capstone Design.
- Multiple personal projects including, but not limited to: Game modification, data mining and deconstruction, QA testing, web design, and OpenCV image recognition software programming.