

# Zachary D. Pez

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## Software Engineer

Dedicated to continued learning to demonstrate commitment to performance excellence.

### Core Values

- An agile workflow is complementary to having a get-up-and-go personality and accelerated learning curve.
  - Motivated by loosely defined goals such as research and development, creative assignments, and alternative solution exploration.
  - Accomplished team-oriented goal setting from many years in Retail, and University project courses.
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## Qualifications & Skills

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Systems Experience	Programming Languages			
Linux Environments (Debian)	C/C++	C#	Java	HTML
Machine Learning Simulations	Python	Perl	JavaScript	ARM
Network Programming	Basic	PHP	Prolog	Lisp
Game Development	SQL	tcl	Makefile	CSS
Video Broadcasting Technologies	Smalltalk	Lua	Bash/Csh	

## Education & Specialization

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### ***Vancouver Island University***

2017

**Bachelor of Science**, Major in Computing Science

**Relevant Courses:** Machine Learning for Predictive Data Analysis  
Software Engineering | Networks and Communication

## Projects Highlights

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### ***PXIT Reader App***

2015

Android Phone App that reads images of PXIT codes (i.e. 3D QR codes) from the camera and creates files from the visual data. Find it on Play Store.

### ***Video Cloaking Software***

2015

Video cloaking delivers files to consumers by encoding the data into video streams without impacting size, quality, and playback of the video defined by current day standards.

### ***Invasion Force Clone***

2014

Converted text-based space adventure from the 80s cloned into a Java GUI edition.

### ***Project NaN***

2012

Designed and developed a multiplayer real-time strategy game made in HTML5.

## Work History

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- 2015 → 2016      ***Pixelstream Communications Inc.***  
Contractor to research and develop new technology to enable better performance on the internet without upgrading hardware. Utilizing C/C++ and ISO standards to guide solutions for internet congestion. Currently On-Call Consulting.
- 2012 → 2014      ***Computer Science Tutor***  
Both official and unofficial tutoring at VIU
- 2007 → 2011      ***Staples Business Depot***  
Positions: Sales Area Representative  
Sales Area Associate.  
Daily Tasks were to supervise and perform merchandising tasks, Inventory with AS400, Receiving, Cashier, Building furniture and Customer Service in all Computers, Technical Services, Office Supplies, Furniture, Copy and Printing.

## Additional Experience and Interests

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|--|----------------|
| <b><i>Various Self Challenges</i></b>  | 2014 → Current |
| Playing with ciphers, internet diagnostic tools, and other short-term goal exercises.                      |                |
| <b><i>Amateur Game Development</i></b>   | 2007 → Current |
| Primarily working on personal sample games.  |                |
| <b><i>Web-design</i></b>   | 2008 → Current |
| Design and programming of personal website, Garrettwademan Entertainment, and Woodlands Secondary in 2008. |                |

## Volunteer and Acknowledgements

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WHMIS Certificate, Community Winter Project with Volunteer Nanaimo, Heart and Stroke Foundation, and Discovery Days at VIU.

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