Zac Cleveland

Software Development and Mathematics

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CAREER OBJECTIVE

My objective is to gain experience in software development in a professional environment. This includes working in a team of developers using version control, project management software, and collaboration tools. I would also like to apply my skills in programming and problem solving to build large scale software, and learn how such software is organized.

EDUCATION

University of Auckland — *Bachelor of Science*

MARCH 2020 - NOVEMBER 2022

Double Major in Computer Science and Mathematics.

8.231 GPA

Howick College — *NCEA Level 3*

JANUARY 2015 - DECEMBER 2019

Achieved NCEA Excellence in Level 1, 2 and 3.

PROJECTS

mediasync — *watch videos together, online (Rust, Typescript)*

Mediasync is an extension built for Chrome, Firefox and Edge that allows people to watch online video content together. Playback can be synchronized between any number of devices, anywhere in the world. I have developed mediasync with Gabriel Belcher, a friend of mine. It is still in development, and the source code is currently private.

A video demo is available on my website.

shaderbg — *animated desktop backgrounds (Rust)*

Shaderbg provides animated desktop backgrounds. It is written in Rust with a focus on being cross platform (Windows, macOS, and Linux) and lightweight. The program loads scenes from TOML files and renders them using WGSL compute, vertex, and fragment shaders. I am still developing shaderbg.

SKILLS

Programming Languages

- C, C# and C++
- TypeScript
- Rust
- Java
- Python

Programming Technologies

- Git
- CMake
- AWS
- Chrome Extensions
- Node and NPM
- React

Algorithms

Debugging

Pure Mathematics

Teamwork

Problem Solving

CONTACT

LinkedIn
https://linkedin.com/in/zac-cleveland

GitHub
https://github.com/zaccnz

Website
https://ohaizac.dev

Email
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AWARDS

Dux Award
Beachlands School *2014*

Rotary Scholarship ($1000)
Howick College *2014*

NCEA Excellence Endorsement
Howick College *2017, 2018, and 2019*

sudoku — *game and solver (React, Typescript)*

An online sudoku game and solver created with React, Typescript, and Vite. The solver uses the Wave Function Collapse algorithm, which is slowed down to allow the user to watch how it solves the problem.

solitaire — *game (C, Raylib, Emscripten)*

A cross platform (Windows, macOS, Linux, Web) version of the classic solitaire game. It supports animations, a game timer, a leaderboard, and a card texture pack system. Users can choose to drag and drop the cards or click to move them automatically.

More projects are provided on my website and GitHub page.

WORK EXPERIENCE

### Burger Fuel, Auckland — *Team Member*

AUGUST 2023 - CURRENT

At Burger Fuel, I hone my communication skills, engaging with a diverse customer base while providing top-notch service. On the grill I learn to become part of a complex, time-pressured system. I am gaining hands-on experience in effective team work to keep the burgers coming!

References - Aisha McKay (Store Manager) 02108379165
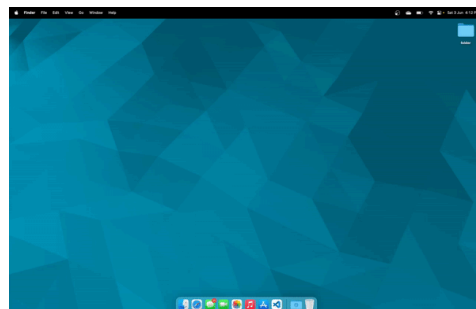   - Natan de Volder (2IC / Manager) 0224022552

Working Knowledge, Remote — *Software Development*

MAY 2017 - JULY 2017
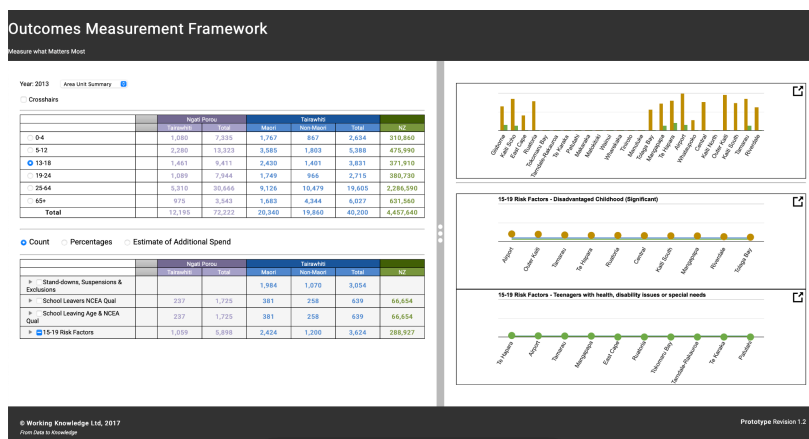
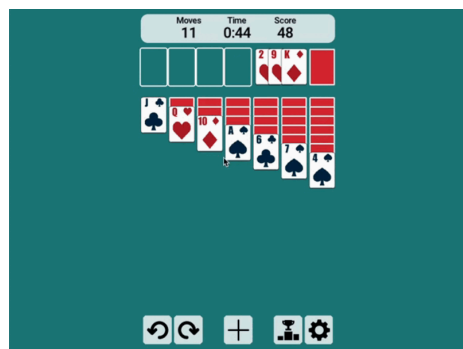Worked on developing a prototype dashboard for visualizing statistics.

Reference - Nadine Wooller (Project Manager) 021687767

shaderbg

Sudoku

Solitaire