

TREY ZACCOUR

Software Engineer

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☎ (904) 625-8869

📍 Jacksonville, FL

EDUCATION

B.S.

Computer Science

University of Central Florida

📅 August 2020 - May 2024

🎓 GPA: 3.72

The Bolles School

📅 August 2016 - May 2020

📍 Jacksonville, FL

Testout CyberDefense Pro Certification

Testout

📅 December 8, 2023

Disaster Risk Monitoring Using Satellite Imagery Certification

NVIDIA Deep Learning Institute

📅 February 19, 2024

Getting Started with Deep Learning Certification

NVIDIA Deep Learning Institute

📅 February 27, 2024

CS50's Introduction to Artificial Intelligence with Python

Harvard

📅 February 19, 2024 - April 8, 2024

SKILLS

Languages and Similar

- React
- React Expo
- Flutter
- Swift
- Java
- JavaScript
- TypeScript
- Python
- C

ABOUT

A self-motivated professional, I am driven by the challenges this field presents and rewarded by the results achieved upon project completion. I strive to be the best and create new and innovative ways to leverage technology and software to empower user and customer proficiency. I love being part of a team and leading one even more. The most important thing to me perfection.

My portfolio is located at <https://www.treyzaccour.com>

WORK EXPERIENCE

Software Engineer Intern

Miller Electric Company

📅 May 2023 - August 2023 📍 Jacksonville, FL

- Built and implemented ticketing system for over 3,000 employees to use.
- Held tech demo presentations for executives and created documentation along with tutorial videos for the software.
- Created VR/AR environments for marketing campaigns in Unity
- Powershell and python scripting for admin purposes on an AWS environment
- Implemented external api's such as google, openai, slack, freshservice, ect.
- Website development and design (HTML, CSS, Liquid)
- AI Chatbot Implementation

Digital Developer

C3 Media Group

📅 May 2018 - May 2020 📍 Jacksonville, FL

- Built and implemented high level digital marketing applications, tools, and resources to increase brand awareness, client engagement and conversions.
- Frontend website development and design (Wordpress, CSS, HTML, JavaScript)
- Video production, editing and broadcast (Premiere, After Effects)
- Assist with cross platform marketing campaigns (Photoshop, Illustrator)

Video Director

Christ's Church

📅 May 2016 - May 2020 📍 Jacksonville, FL

- Directed a crew of five in camera operation, production, and broadcast for a 5,000 plus member church with multiple remote campuses
- Production Manager/Video Director
- Operate production equipment to broadcast throughout 5 campuses

PROJECTS

Compositiontoday.net

📅 2023 - current

- This is my senior design project for UCF. This site is up and running, but it is my group's job to make it even better with a mobile app, web scraping, a newsfeed, social blog, and advertising
- Website written in React
- Mobile app written in Flutter
- Hosted on digital ocean
- Firebase database

- MySQL
- C#
- C++
- HTML
- CSS
- PHP

HARD SKILLS

- Programming
- Software Creation
- Video Production
- Web Design
- Graphic Design

Soft Skills

- Leadership
- Hardworking
- Patient
- Communicate
- Collaborative
- Motivated
- Creative

Applications

- Unreal Engine
- Unity Engine
- Blender
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premier Pro
- Adobe After Effects
- Final Cut Pro

Trendify MERN stack web/mobile application (2022)

Frontend and Complete Mobile Development

📅 September 2022 - December 2022

- Users can keep track of all their Spotify trends in one place. They can see their top tracks, artists, and playlists along with in-depth data about the tracks themselves and the user profiles
- Proficiency in both React and React-Native Expo web and mobile while also using MongoDB, Express, and Node.js
- Utilized Spotify's API to allow users to connect their account to view in-depth listening data and track information
- Implemented password hashing, email verification, and Captcha
- Other Technology used: Jest, SwaggerHub, Figma, Illustrator, and Heroku

Tender clone to adopt animals

Creator

📅 January 2024 - current

- This is a side project that I have been working on in spare time. It is a tender-like app where users can swipe through shelter animals to find one to adopt. It will save time from having to go to a lot of different sites to find the pet of your dreams.
- Written in React for web, React Expo for mobile
- Firebase database
- Web Scraping

Protein Calculator

Creator

📅 January 2024 - current

- Another project I am perfecting in my spare time. It is a protein and calorie calculator because the ones that are on the market today take too much time to input all of the data.
- Made in Swiftui with a MongoDB database

Black Rose

Art Director, Level Design, Boss Creation

📅 August 2023 - December 2023

- Used Unity and C# to develop an hour long game with multiple endings
- Platforming, Full Story, and Cutscenes
- Will be on Steam by March 2024

Full-Stack Web Application (LAMP Stack)

📅 August 2022 - September 2022

- Utilized Linux, Apache, MySQL, PHP, JavaScript, HTML, and CSS to create a contact manager web application
- Users are able to create an account and add, update, delete, and view all contacts
- Implemented password hashing and lazy loading

Space Wars

Creator

📅 June 2022 - July 2022

- A space invaders clone with a few new twists made in Swift.
- It was a good way for me to get experience with the new language and Xcode as a whole.

