Zachary Diamond | Software Engineer

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Education

Moorpark College   Started May 2023

GPA: 4.0

University of Maryland, College Park   August 2022 – May 2023

B.S. Computer Science | GPA: 3.96

Experience

Developer — Refrag.gg   Feb. 2022 — Present

- Setup and configure public CS:GO Game Servers, ensuring stable and smooth server performance.
- Designed, programmed, and implemented custom server plugins to improve player experience and engagement.
- Tailored server experience to be distinct from other servers, allowing players to improve their skills in original ways.

Software Engineer Intern — Northrop Grumman   June 2023 — Aug. 2023

- Wrote an interactive program to verify different hardware components on a device.
- Utilized Google Test and SonarQube to analyze, test, fix, and refactor an existing OS-agnostic library.
- Wrote a real-time program running on an embedded system that acts as a supervisor client: prevents system hangs, captures and records telemetry data, and stores and updates system firmware within flash storage.

I.T. Support — University Recreation & Wellness   Oct. 2022 — May 2023

- Delivered technical support to staff and students, troubleshooting and resolving issues on various devices.
- Diagnosed and repaired desktops, laptops, peripherals, printers, and other devices.
- Helped maintain and manage inventory on numerous devices, ensuring software is configured and up to date.
- Collaborated with a team of other professional and student IT staff efficiently.

Tech Intern — LVUSD   June 2018 — Aug. 2019

- Triaged and repaired thousands of student laptops running a custom UNIX-based operating system.
- Worked closely with other students and staff to work efficiently in a short time span.

Projects

Frog Fighters — Published Steam Game, 50,000+ Licenses   Published May 2021

- Used C#, Unity, Mirror Networking, and Steamworks to create a humorous peer-to-peer multiplayer arcade game.
- Created optional in-game cosmetics such as skins and hats to monetize the game.
- Continue to update and support with new features, optimizations, and bug-fixes.

[SkynetGaming](#) — Online Gaming Community, 10,000+ Members   Apr. 2019 — Jan. 2022

- Ran a CS:GO-focused Gaming Community with attempts to outbranch into other games.
- Managed a community with over 10,000 members, including developers and administrators.
- Managed upwards of 13 individual game servers running within Docker/Pterodactyl containers.
- Wrote custom PHP Applications and Plugins inside and outside of Invision Community to provide a unique forum and website experience.

Leadership

UMCP Gold — Team Captain   Sep. 2022 – Nov. 2022

- Led team of 8 students on a collegiate CS:GO esports team.
- Setup practice and scrimmage times to improve each student individually and collectively as a team.
- Reviewed gameplay as a team to identify strengths and weaknesses.
- Prepared for upcoming matches by reviewing opposing team's gameplay to identify strategies to execute and win.

Agoura Hack Club — President   Aug. 2021 – June 2022

- Ran my high school's local computer science/hack club branch.
- Created weekly workshops using languages and tools such as Java, JavaScript, MySQL, Node.JS, Git, and more.
- Provided tutoring for students needing assistance in computer science and robotics classes.

Agoura Game Club — Co-President   Aug. 2019 – June 2022

- Recruited members to have weekly game sessions.
- Collaborated with my other Co-President to organize outside-school meeting times.

Awards

[Best Game Hack](#), AngelHacks   Oct. 2019

- Won best game hack out of 150+ other competitors.
- Coded a fork of pong using C# and Unity in which scanning various products such as a bag of chips or bottle of water with a barcode scanner would affect gameplay.

Skills

Languages: C#, Java, JavaScript, MySQL, PHP, Python, SourcePawn
Tools/Frameworks: Apache, Docker, Git, Godot, NGINX, Node.JS, phpMyAdmin, Pterodactyl, REST APIs. SourceMod, Unity, XAMPP