Zachary Light

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EXPERIENCE

Software Engineer
Argon ST, a Boeing Company   **June 2019 - Present, Mountain View, CA**
· Write Code in Java and C++ to operate with radio-based communication systems.
· Works with systems for communication and signal processing.
· Conducts analysis through high speed computer and FPGAs in embedded systems.
· Designs and updates complex initramfs systems.

Research Assistant
University of California, Merced   **January 2019 - May 2019, Merced, CA**
· Expanded the Working Memory toolkit, a reinforcement learning AI that aims to emulate human working memory.
· Utilized the toolkit to create a solution to the save, ignore, recall (SIR) problem.
· Created a Four Room task in order to generate the baseline for a hierarchy of working memory.

PROJECTS

P2T (Picture to Text)
· Designed for android, using android studio.
· Creating a note-taking app integrating a file system, picture to text notes, as well as dictation notes.
· Designed using UML design tools.
· Tested through internal tests, unit tests, stress tests, and application tests.

Bobcat Class Alerts
· Designed website that sends an alert via email when a seat is available in a class at UC Merced.
· Utilizes a Python backend with HTML/PHP frontend.
· Parses HTML data to read open classes from the school website.
· Uses PHP form submission to add classes mid-run.
· Uses JSON to store requested classes, easily allowing for the addition of classes or students.
· Ensures a sufficient wait time between requests to avoid putting stress on the school's serve.

DouShouQi (Jungle)
· A rendition of the board game jungle done for HackMerced 2019.
· I led my team to complete this game in the 36 hour event.
· Utilizing object oriented concepts to create a dynamic, easily expandable game.
· Uses OpenGL to draw graphics, through freeglut for C++.
· Used github for group collaboration and version control.

SKILLS

C++, Java, Python, Shell, Git, C, MATLAB, Object-Oriented Programming

EDUCATION

Bachelors of Science in Computer Science and Engineering
University of California, Merced · Merced, CA · 2019 · 3.3

COURSEWORK

Algorithm Design and Analysis, Data Structures, Software Engineering, Object Oriented Programming, Operating Systems, Computer Networks, Image Processing, Robotics, Artificial Intelligence, Computer Vision