

Zachary Boehm

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Education

**Computer Science: Game Design and Development | Mathematics - minor |
University of Wisconsin-Stout, Menomonie, WI | Expected Graduation: May 7, 2022**

- University Honors Program
- ABET Accreditation

High School Diploma | Merrill High School, Merrill, WI | May 23, 2018

Work Experience

IS Quality Assurance Intern | Menards Inc., Eau Claire, WI | June 2021 - Present

- Responsible for running test suites on company software.
- Developed a strong sense of communication and teamwork.
- Refined time management skills while managing multiple tasks.

**MSCS STU CS SI Tutor - Supplemental Instructor and Tutor in Computer Science |
University of Wisconsin Stout, Menomonie, WI | Sept. 2021 - Present**

- Meet regularly with students to assist with their understanding of course content.
- Think critically to differ my communication style based on the learning style of each student
- Demonstrate an ability to learn and adapt to new ideas and concepts.

Carpenter | Brian Henkelman Construction LLC, Irma, WI | June 2018 - June 2021

- Developed a strong work ethic with 40+ hour weeks with set arrival and end times.
- Provide high-quality results with appropriate time allocation.

Community Involvement

- Lincoln County Humane Society | Summer 2018 - 19
- The Beacon homeless shelter, Madison WI | Summer 2018

Relevant Skills

Courses

- Data Structures
- Database Systems
- Computer Architecture
- Operating Systems

Software Experience

- IDEs: Visual Studio, Eclipse, IntelliJ, Sublime, Vim.
- Development Software: Jira, Confluence, Git, Unity, Unreal Engine
- Testing Software: RQM, qTest
- Other Software: Linux, Windows, Microsoft Office 365 Applications

Programming Language Experience

- Comfortable: C++, Java, HTML, CSS, MySQL
- Other: Python, JavaScript, C, C#, PHP