JOSIAH ZACHARIAS

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SKILLS

Languages & Software: React/Typescript/HTML/CSS (professionally 2 years), C++ and Java (Masters program) and Node.js. Some knowledge of WebGL (AR volunteer group) and MATLAB (past research & statistics experience).

Processes & Tools: Proficient in agile development, enjoy daily scrums, Kanban, and Git for change management. Experienced in automated testing, flighting/killswitching (securing) code, A/B experimentation, and performance monitoring.

UX/UI & Design: Firm grasp on methodologies to wireframe, design, and illustrate stories to communicate effectively. Proficient in Figma and Adobe Creative Suite (esp. Photoshop, Illustrator, InDesign, After Effects).

Laboratory: 3D printing, Augmented Reality interface design and functioning knowledge of CAD implementation. Experienced with gene editing, microbiological and other common histochemical techniques from biochemistry background.

Foreign Languages: Spanish speaker.

PROFESSIONAL EXPERIENCE

Microsoft (via Webtellect LLC)   Redmond, WA/Remote   2021 – current
UX Engineer
- Working in SharePoint in Microsoft 365 (formerly "SharePoint Online") and OneDrive to update their Fluent design system, including recent revamps to page authoring functionalities and working to update publicly-consumable git repos and npm packages.
- Contributed work to modernize SharePoint in Teams for a larger education-focused effort—to improve the classroom experience via elegant user experiences for both educator and student.
- Helped update Fluent controls like the CommandBar and SharePoint webparts such as the rich text editor and images.
- Conducted demos for broader cross-discipline teams, lead bug bashes, and drafted wiki and readme documentation.
- Implemented A/B and automated tests (TAB) to test UI impacts and performance alongside UX designers/developers. Also implemented QoS (Quality of Service) monitors to assess performance impact.
- Developing and updating consumable packages using Node.js/npm with React.js, Typescript, and CSS in Js.

Electric Pen   Seattle, WA   2015 – 2021
Web Application Developer, Designer and UX/UI Researcher
- Deployed a $100K web app for Microsoft users to train using Teams.
- I conducted user research both on-site and congregated through surveys to determine the best plan of action for informational hierarchy and media delivery, resulting in multiple design options.
- Constructed wireframes and visual mockups in Adobe suite and Figma, working with developers to bring the prototypes to final implementation by modifying existing component libraries in React and Node.

Vanderbilt University Medical Center   Nashville, TN   2013 – 2015
Research Assistant, Statistician, and Lab Manager
- Coordinated the creation of a $30k cell culture laboratory in three months, from inventory procurement to management and launch.
- Devised a novel 3D skin model to study cancer, using statistical models developed in R and MATLAB/Java to refine and pave the way for publication.
- Other duties included training PhD candidates, budgeting and fast-paced project management.

EDUCATION

University of Washington   Bothell, WA   2021 - current
Master of Computer Science and Software Engineering
  Study with emphasis in computer vision, cybersecurity, cloud-based services, and machine learning.

Graduate Certificate in Software Design & Development – GPA 3.94   Bothell, WA   2019 – 2020
  Graduated in June 2020. Extensive studying based in Java, C++, and test-driven development.
  Relevant coursework — Data Structures and Object-Oriented Programming I and II, Systems Programming, Software

Development Processes, Software Modeling Techniques, Software Testing and Quality, Cybersecurity

School of Visual Concepts   Seattle, WI   2016 – 2018
Various classes including Typography, Graphic Design, UX/UI, Web Design, and Screen printing
    Self-motivated interest to pursue design courses and understand the human psychology of layout and color.

Trinity International University (GPA 4.0)   Deerfield, IL   2008 – 2012
Bachelor of Arts (BA) – GPA 4.0
    Double majored chemistry and biology in Honors program; *summa cum laude.*

RECENT PROJECTS AND VOLUNTEER ACTIVITIES

- Experimenting with WebGL to create virtual 3D scenes in parallax to create <u>new forms of art</u>.
- Volunteer research/developer/designer on the EYE Team to provide immersive AR experiences for vision-disabled youth in the Native American community, working under Dr. Bill Erdly (2021 – Present)
- Photographer and woodworking volunteer at the Center for Wooden Boats in Seattle (2016 – 2019)
- Docent and assistant animal caretaker at the Nashville Zoo (2014 – 2015)
- Science and math tutor for at-risk youth at the Oasis Center in Nashville (2013 – 2014)

PUBLICATIONS

Journal Articles
- Kritzberger CJ, Antiel RM, Wallace DP, Zacharias JD, Brands CK, Fischer PR, Harbeck-Weber C. "Functional Disability in Adolescents with Orthostatic Intolerance and Chronic Pain." Journal of Child Neurology. Feb 2011; 26(5):593-8.

RESEARCH & FELLOWSHIPS

- Life Sciences Summer Undergraduate Research Program (2011); National Institutes of Health, University of Minnesota-Twin Cities, Department of Laboratory Medicine and Pathology; Research involving immune response of T cells in mice.
- Summer Undergraduate Research Fellowship (2009); Mayo Clinic College of Medicine, Department of Pediatric and Adolescent Medicine; Research with Dr. Philip Fischer studying variable predictors for functional disability of adolescents affected with Postural Orthostatic Tachycardia Syndrome.

CONFERENCE PRESENTATIONS

- Associate Colleges of the Chicago Area. Student Symposium. Oral presentation. "Memory CD8+ T Cell Subsets Characterized by CD27 and CD43 Cell Surface Markers." Elmhurst, IL; April 14th, 2012

INTERESTS

- SRT rock climbing, guitar, piano, illustration, photography, exploring the new, and merging opposites like art and science.