

# JOSIAH ZACHARIAS

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Seattle, WA 98125

## SKILLS

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**Software:** Adept in ReactJS, JavaScript / TypeScript, NodeJS, and HTML / CSS for versatile user interfaces.

Trained on REST APIs and GraphQL microservices. Solid full-stack foundation in C++ and Java

**Processes:** Qualified in build automation and security pipelines for CI/CD (devops), code reviews, Jest unit testing frameworks, performance monitoring, and other software engineering processes

**UX Design:** Proficient in Figma and Adobe Creative Suite (esp. Photoshop, Illustrator, After Effects).

Methodologies to innovate ideas into elegant user experiences using the latest tools

**Foreign Languages:** English and Spanish proficient

## WORK

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### SOFTWARE ENGINEERING

#### UX Engineer

Microsoft

Redmond, WA / hybrid

04/21 – 11/22

- Built innovative, responsive, and scalable solutions in SharePoint for 10m+ users via design toolkits and [public REST API packages](#) in latest versions of JavaScript ES6 and CSS3
- Designed critical React webpart components for user experiences in Teams with sophisticated UI refinements; launched with over 80% adoption of educators and students in digital classrooms
- Led front-end engineering initiatives on highly-used [web-building controls](#) to reduce clicks and panels, leading by example to exhort peers for [best-in-class user experience](#)
- Conducted Code Review demos with UI architects; debugged potential issues early by driving initiatives to lead & assist bug bashes; drafted wiki/readme documentation for visibility
- Developed test suites in Jest to enhance performance of the public codebase and security mechanisms for load optimization and cloud deployment strategy

#### Graphic Designer and Web Developer

Electric Pen

Seattle, WA

10/15 – 04/21

- Salvaged over \$100k in projects by creatively pushing boundaries of frontend with novel technologies and solutions for [non-profit](#) and multinational clients, building trust through active listening
- Managed a bridge between design and engineering teams to know limits and possibilities of each, insisting on highest standards to achieve highly-performant and responsive web applications
- Created over \$300k in new business offerings for the company with web development and email strategy / campaigns, leading to the creation of a dedicated marketing department
- Incorporated psychology of design in all strategy to make complicated ideas approachable and digestible, learning new tools in JavaScript for data visualization and organization
- Skilled in [animation](#), illustration, UI / UX design & engineering, and researching new ways to provide exceptional visual solutions for clients (e.g. using Lottie to integrate After Effects animations)

## ADDITIONAL EXPERIENCE

### Laboratory Research Manager

Vanderbilt University Medical Center

Nashville, TN

05/13 – 05/15

- Devised a novel 3D skin tissue model to study pancreatic cancer, resulting in a specialized \$30k cell culture lab in under 3 months and garnering interest as an MD-PhD thesis
- Trained and empowered PhD candidates to use the new model, translating the complex data into statistics and polished visuals to pave the way for publication

## EDUCATION

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**Master of Computer Science**, University of Washington (UW)

2024 (exp)

- Study with emphasis in computer vision, cybersecurity, cloud-based services, and machine learning

**Graduate Certificate in Software Design & Development**, UW

06/2020

**UX Certificate**, School of Visual Concepts

05/2018

**Bachelor**, Trinity College

05/2012

- Double majored chemistry and biology in Honors program; summa cum laude

## PROJECTS

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- Volunteer developer/designer under Dr. Bill Erdly at University of Washington using Augmented Reality environments for vision-disabled youth in the Native American community
- Photographer and woodworking volunteer at the Center for Wooden Boats in Seattle
- Experimenting with WebGL to create virtual 3D scenes in parallax to create [new forms of art](#)