

JOSIAH ZACHARIAS

[LinkedIn](#) | [GitHub](#) | [Portfolio Website](#)

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Cancer Data Scientist, SWE, and Master's student by day, passionate about biotech and agri-tech applications. Strong foundation in design, clinical biotech research, and web / mobile app development.

SKILLS

Data Science: Immunologist / Oncologist researcher at Mayo Clinic, Vanderbilt, UW(s) and more.

Interactive Hardware: Biotech research with VR headsets (Oculus, HoloLens) & haptic devices.

Software Development: Modern Web and OOP stacks; focused on computer vision and healthcare.

CV / Design: Solid UX expertise; skilled in Adobe and GPU acceleration for AR / web.

Research Mindset: Seeks latest XR developments and features for biotech, prosthetics & haptics.

Communication: Encourages honest collaboration across multi-disciplinary teams; fluent in Spanish.

PROFESSIONAL EXPERIENCE

SOFTWARE ENGINEERING, MIXED REALITY, AND BIOTECH RESEARCH

UX Researcher and Software Engineer

Fred Hutch Cancer Center Seattle, WA 2025 – *current*

- Building specialized applications to visualize cancer in a whole new way, offering *inspiring new solutions*.

Frontend and Software Engineer

Meta – Reality Labs Redmond, WA / hybrid (contract) 2023 – 2024

- Developed scalable, high-performance web apps with [3D scene tooling](#) of video data using AI technologies; pioneered an audio extraction tool using C++ and Python with machine learning.

UX Engineer

Microsoft Redmond, WA / hybrid (contract) 2021 – 2022

- Enhanced digital [classroom experiences](#) in Teams (Classroom) for over 10 million educators and students via comprehensive, documented toolkits and Rest API packages.

Web Developer and Graphic Designer

Electric Pen Seattle, WA 2015 – 2021+

- Pushed creative bounds for [non-profit](#) and multinational clients (solutions included [stickers](#) and [animations!](#))

Laboratory Research Manager

Vanderbilt University Medical Center Nashville, TN 2013 – 2015

- Devised a novel 3D tissue model for cancer research; was awarded \$30k to build out a specialized laboratory.

EDUCATION

Master of Computer Science and SWE, University of Washington (UW)

2025 (exp)

- Specializing in computer vision, 3D graphics, cybersecurity, cloud architecture and machine learning.
- Leveraged Unity's GPU rendering pipeline for [a space simulation](#) project in Advanced Computer Graphics, from beginning sketches to final implementation (C#, JavaScript, WebGL, Unity).
- Volunteered on a [doctor-lead healthcare initiative](#) for vision-disabled youth, developing AR environments in Three.js / Unity for AI-enabled learning methods.