## Zachary T. Zimmerman

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EDUCATION SKILLS JS, Python ProTools Cornell University '17 Java, C# Illustrator B.S. in Computer Science minors in game design and music Cg, OpenGL Photoshop GPA 4.0/4.3 HTML/CSS Blender Stuyvesant High School '13 HoloLens Accessibility Advanced Regents Diploma Vive, Oculus Interaction Design GPA 4.0 Unity, Unreal Typography EXPERIENCE COURSEWORK Microsoft Studios - HoloLens. 2016 Design with Microcontrollers Researched, prototyped, and Design in Virtual Reality implemented new ways of utilizing Analytic Game Design spatial perception for HoloLens Sound Design Human-Computer Interaction Design Google - AdWords, 2015 Video Game Design and Architecture Developed summary time comparison **Computer Graphics** visualizations for Google AdWords Design Methods Analysis of Algorithms Bloomberg - Data Visualization, 2014 Functional Programming Designed data visualizations for the Discrete Mathematics Bloomberg Terminal charting library Visual Imaging in the Electronic Age PROJECTS Painting Sound - 1<sup>st</sup> Place HoloHack Winner ACTIVITIES The Chai Notes - Musical Director, 2016 Augmented reality spatial sound visualizer Up-and-coming jewish a cappella group Implemented real-time beam-forming and Recently performed at the White House sound location detection on HoloLens Cornell Glee Club, 2015 World-renowned choral ensemble Design in Virtual Reality Investigated perception of scale in virtual Recently performed at Carnegie Hall reality and how it can be manipulated Conducted a perception psychology experiment and designed experiences demonstrating the impact of results Other Works - github.com/oneman2feet Music visualizer, generative art, Pokemon Al, video games, and more