

Zachary Moix

Senior Software Engineer

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 zmoix.dev

Work Experience

Personal Project

04 / '22 - Present

Portfolio demos available [here!](#)

- Created third-person RPG systems in Unity 3D with C#, including point-and-click navmesh navigation, combat with enemy AI, drag-and-drop equipment and inventory, and JSON save states.
- Completed **3** certificate programs on Udemy.com: "Unity RPG Inventory Systems Asset Pack", "RPG Core Combat Creator: Intermediate Unity C#", and "C# Unity Game Developer 3D"

Pluralsight

06 / '21 - Present

Senior Software Developer

- Proposed, designed and delivered a reusable ETL engine that reduced development time requirements of upcoming business needs by **80%**.
- Utilized Flink and Kafka to provide **3** cloud streaming solutions that are each capable of processing **500** records per second.
- Outfitted the previous **3** applications with CI/CD pipelines in GitLab for AWS deployments that use Docker to run formatters and tests.
- Containerized **3** applications for local testing and debugging using Docker.

FedEx Services

04 / '17 - 06 / '21

Software Developer III, Team Lead

- Created a now-patented system for the real-time tracking of RFID tags using a distributed edge-compute model.
 - Developed, deployed, and maintained a microservice infrastructure of **50** cloud-native, 12-factor applications to deliver real-time data streams.
 - Proposed, designed, developed, and integrated a reusable security framework to provide authentication and authorization of app-to-app communications across a network of **7,500** distributed application instances.
 - Designed and developed a web interface for the monitoring and maintenance of my team's **300** distributed edge-compute data centers.
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Skills

Java, Scala, C#, Python, Unity, Spring Boot, Flink, Angular 2+, Cassandra, Mockito, OOP, TDD, Agile, No-SQL, SQL, Git, GitLab CI/CD, Jenkins CI/CD, Okta, Docker, AWS

Education

University of Central Arkansas

12 / '16

Bachelor of Science, Computer Science