Alana Zakroczemski

Software Engineer

👤 Profile

Throughout my career as a software engineer I have focused my efforts on keeping UI / UX and design principals at the forefront of building complex software structures.

💼 Employment History

Principal Software Engineer at Altoura, Seattle

July 2019

- Currently working as a founding engineer leading the immersive training team

- Built the foundational front end code for the highest trafficked feature across all device types

- Leading the AI effort on the front end to automate the authoring of immersive trainings

- Merged and configured HoloLens2 as a supported device type for the Altoura app, now the most commonly used device type by users

- Created and manages all store submissions for Windows

Systems Developer at Urchin Systems, Boston

March 2018 — May 2019

- Worked part time with a team of Software Developers in Moldova to produce an unemployment tax management software for a client using Angular & Node.js

- Created wireframes and prototypes in InVision

Web Developer & Photography Assistant at Sesame Workshop, New York

June 2017 — August 2018

- Created a memory game making engine for other employees to create over one hundred customized memory games for Sesame Street English courseware using Javascript

- Worked with their creative directors, Louis Mitchell, as a photography mentee and assisted at numerous Sesame Street shoots

🎓 Education

BS, University of Rochester, Rochester

September 2015 — May 2019

Completed a BS in Computer Science and minor in Studio Art.

Recurse Center, New York

June 2016

Accepted into the Recurse Center, a continuous NYC based community of developers.

Details

Seattle
United States
alanazak8@gmail.com

Links

LinkedIn
Personal Website
Instagram

Skills

C#

Unity

Git

Python

Java

SQL

HTML & CSS

JavaScript

Adobe Creative Suite

Hobbies

Hiking, Ceramics, Film Photography, Poetry, Yoga