# Zane Schaffer

znschaffer.com | znschaffer@gmail.com | github.com/znschaffer

## Education

**North Seattle College** Expected June 2026
*B.S. Computer Science* *Seattle, WA*

- **Honors**: Dean's List

## Experience

**Software Developer Intern** June 2025 – Dec 2025
*Eventide* *Seattle, WA*

- Refactored C++ codebases across 30+ company audio products to implement comprehensive accessibility standards
- Architected robust accessibility frameworks using the JUCE framework to enable intuitive input navigation for visually impaired users
- Validated accessibility implementations through multiple alpha cycles with low-vision advocacy groups, refining navigation flow and screen reader behavior based on direct user feedback

**Digital Campaign Specialist** Sep 2021 – Mar 2023
*Cox Automotive* *Remote*

- Engineered a custom GUI tool to automate dynamic HTML generation, winning first place in the innovation category at an internal hackathon
- Developed and deployed custom HTML fixes for 100+ dealership web pages, correcting layout and styling inconsistencies produced by an internal WYSIWYG editor

## Projects

**Crosses**

- Developed a competitive mobile crossword application using React Native and Expo, engineering robust file parsing logic for grid generation
- Configured EAS builds to deploy seamless over-the-air updates and manage rapid state synchronization across active users

**Jiro**

- Architected a full-stack Jira clone utilizing React, Express, and PostgreSQL to manage client-facing production workflows
- Designed scalable database schemas and implemented secure user authentication with unit and integration test coverage using Vitest

**SiteGlass**

- Developed a Chrome extension using JavaScript and Chrome APIs to surface website privacy grades, cookie breakdowns, breach history via the Have I Been Pwned API, and privacy-friendly software alternatives
- Won second place in Washington State University's CougHacks hackathon

**CHIP8 Emulator**

- Programmed a fully functional CHIP-8 console emulator in C utilizing SDL2 for graphics rendering
- Engineered low-level system components including precise ROM loading, memory management, and timer synchronization

**Moon Globe**

- Built an interactive 3D visualization tool for NASA lunar seismic data to enable explorable spatial analysis
- Awarded "Best Use of Technology" by NASA for successfully rendering complex datasets into an accessible, user-friendly interface

## Skills

**Languages**: C++, C, Java, Python, JavaScript, SQL
**Technologies**: React, React Native, Node.js, Express, PostgreSQL, Docker, JUCE