

Zachary Sorensen McNellis
112 Esplanade Ave #248 - Pacifica, CA 94044
zacharymcnellis@gmail.com

QUALIFICATIONS SUMMARY	Software Developer and Engineering Manager at Shipt since 2018. Master's in Computer Science (Graphics), May 2016. Bachelor's in Computer Science, Clemson Honors College 4.0 GPA in 3 years. I specialize in growth engineering to bridge the gap between front-end software design and customer acquisition. Most of all, I enjoy collaborating with experts to acquire new skills and striving to impact meaningful change for businesses.	
EDUCATION	Clemson University MS Computer Science (Graphics & Visualization Concentration) <ul style="list-style-type: none">• GPA 4.00	May 2016
	Calhoun Honors College, Clemson University BS Computer Science (Combined Bachelor's/Master's Program) <ul style="list-style-type: none">• GPA 4.00, <i>Summa Cum Laude</i>• Faculty Scholarship Award (highest GPA in dept. of computer science)	2012-2015 (3 years)
WORK EXPERIENCE	Shipt, San Francisco, CA (previously Birmingham, AL) <i>Engineering Manager, Growth & Marketing Technology (1 year)</i> <i>Software Engineer, Front-end (1.5 years)</i> <ul style="list-style-type: none">• Managed a small team of front-end developers to architect and rebuild the marketing WordPress site using Gatsby, NextJS, React, and Netlify CMS• Helped build and maintain the customer signup app, switching from a Angular/Rails app to a single page React/Redux architecture hosted on AWS• Worked with the product and marketing teams to lead numerous A/B tests in order to help acquire/activate new users, from dynamic promotions to design overhauls• Led the front-end implementation of our internal experimentation platform	2018-present
	CGI (formerly CTS), Birmingham, AL <i>Software Developer</i> <ul style="list-style-type: none">• Developed API microservices for tracking renewable energy assets• Created a React app for insurance adjusters to create/sign electronic documents	2016-2018
	Lincs, Charleston, SC <i>Software Developer Intern</i>	2015
	Scientific Research Corporation, Charleston, SC <i>Software Developer Intern</i>	Summer 2013, 2014
TEACHING	Clemson University, Clemson, SC <i>Graduate Teaching Assistant</i> <ul style="list-style-type: none">• 2D Game Engine Construction (CPSC 4160/6160)• OO Software Development with C++ (CPSC 8700)• Taught and mentored graduate and undergraduate students	2015-2016
RESEARCH	<ul style="list-style-type: none">• Z. McNellis, B. Malloy. "Construction of a Generic Program Representation for Automated Metric Computation"• Z. McNellis, S. Remy. "Evolving Networked Controllers at Scale in the Presence of Noise"	2016 2015
TECHNOLOGIES	JavaScript, React, Redux, HTML/CSS, C++, C#, Node.js, Ruby	