

ZACHARY STALLINGS

FULL STACK SOFTWARE ENGINEER

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SKILLS: JavaScript • TypeScript • Python • SQLAlchemy • SQLite3 • PostgreSQL • Sequelize • HTML5 • SCSS • Playwright • Flask • Django • Express • React • Redux • Node.js • Redis • Amazon S3 (AWS) • Websockets • Git • SCRUM

WORK EXPERIENCE

FULL STACK SOFTWARE ENGINEER • *Toontown Rewritten* • Remote 6/2023 – Present

- Main engineer maintaining Toontown Rewritten's website, developing single-page layouts for major game updates and in-person events to enhance community engagement and brand communication.
- Design Director for a new game launcher built from scratch, also acting as a Front-End Engineer and UX Designer for the project. Lead the design team and collaborate with other UX and front-end engineers by managing tasks, hosting weekly SCRUM syncs, rethinking and redesigning user flow, and creating user stories to ensure a seamless user experience for all ages.
- Developed user-friendly interfaces with API integrations to the main game, enabling non-technical staff to manage blog posts, moderate in-game chats, and review player-submitted character names. Contributed to building a robust backend using Django, improving community safety and maintaining a secure gaming environment.

QUALITY ASSURANCE SPECIALIST • *Toontown Rewritten* • Remote 4/2021 – Present

- Quality Assurance Director for the Toontown Remastered project, focused on recreating early 2000s assets to modernize the game. Responsible for developing comprehensive test cases, delegating tasks, and ensuring rigorous testing of all newly recreated assets to maintain the highest quality standards.
- Coordinated QA bug management for Toontown Rewritten's largest update since 2008, 'The Sellbot Task Force,' featuring over 30 hours of new content and new gameplay modes. Analyzed crash logs, documented reproducible bugs, and provided constructive design feedback while coordinating closely with programming, game design, and art departments to heighten stability and gameplay.
- Managed automated QA testing with Playwright for Toontown Rewritten's Django-based website, ensuring seamless functionality and reliable integration with the main game platform.

PROJECTS

SLACORD *App Academy* | [Github](#) | [Live](#) Python • Flask • React • Redux • Amazon S3 • Websockets • SQLAlchemy

- Spearheaded a collaborative project, 'Slacord,' a Discord-inspired platform using Python and Flask for the backend, and SQLAlchemy for efficient database operations. Integrated Amazon S3 for image storage, ensuring streamlined data handling and a user-friendly experience for media sharing."
- Implemented real-time chat features using Websockets. Utilized Redux middleware to manage WebSocket connections and dispatch actions to update the state in real-time.
- Established useHistory and useLocation hooks from the React-Router package to manage navigation and redirect users based on authentication status.
- Established a CI/CD pipeline utilizing GitHub for code collaboration and version control, and Render for seamless deployments, ensuring continuous delivery of new features and updates to the live platform.

AMAZING *App Academy* | [Github](#) | [Live](#) JavaScript • React • Redux • Express • Sequelize

- As a solo project, built 'Amazing,' an e-commerce platform similar to Amazon using React for a user-friendly UI, Redux for state management, Sequelize for data handling, and Express for server tasks.
- Utilized React's component-based architecture and hooks to build interactive, real-time updates for product listings, cart contents, and wishlist functionalities, creating a more engaging user interface.
- Enhanced request-response efficiency in an Express backend through optimized routing, middleware, and Sequelize queries, coupled with error handling and asynchronous programming for improved responsiveness.
- Engineered a two-tier Redux store to manage cart operations, enhancing user experience by enabling seamless transitions from cart updates to secure purchases, and ensuring accurate backend synchronization.

EDUCATION

APP ACADEMY • Full Stack Software Engineer Bootcamp

3/2023 – 9/2023