

Zach Lite

Brooklyn, NY

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I'm a software engineer with 5 years of experience building stellar SaaS products. I'm fluent across the stack, and have led teams from zero to launch. Recently, I've taken an interest in 3D graphics programming and I'm available for new projects.

Work Experience:

Lead Software Engineer @ [Bond Health](#) 2018-Present

- Built a HIPAA compliant API to immediately and accurately predict the cost of urgent care treatment at the point of service within \$10.
- Worked with another developer and designer to build a lovely patient and staff facing React Native app.

Lead Product Engineer @ [H1](#). April - November 2018

- Built a user-facing web app on top of H1's terabyte scale dataset. Strong emphasis on functional paradigms. Launched within 5 months, beating business expectations.
- Optimized elastic indexing, and built low latency typeahead search suggestions.
- Implemented developer workflow, testing, and deployment processes.

Previous Work Experience:

Data Engineer @ H1.

June 2017 - April 2018

Co-founder, software engineer @ [Labspot](#) (Acquired)

August 2014 - June 2017

Software Engineering Intern @ [SRC](#)

June 2014 - August 2014

Featured Independent Projects:

[Constructive Solid Geometry Implementation](#) (In Progress) March 2019 - Present

- An implementation of CSG using BSP (Binary Space Partition) trees
- Achieved splitting of concave polygons without the need for classifying source or destination edges.

[3D Impression Toy](#) February 2019

- A WebGL implementation of a 3d impression toy with configurable pin density.
- Awesome exercise in matrix math and shader programming.

["Gojuki"](#) February - May 2017

- A Javascript multiplayer game similar in concept to "Hungry Hungry Hippos"
- Held tournaments with friends to compete for highest score.

Degrees

BS Computer Engineering - State University of New York at Binghamton

2015