

# ZACK FERTIG

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## PROFESSIONAL SUMMARY

Dedicated professional fusing hands-on educational curriculum development, web/software development, interactive media creation, and technical QA testing to build engaging products.

## SKILLS & CERTIFICATIONS

**Core Competencies:** Instructional Design, Curriculum Implementation, Lesson Planning, Data-Driven Instruction, Technical Documentation, Project Management, Cross-Disciplinary Collaboration

**Languages & Frameworks:** Swift, SwiftUI, HTML, CSS, JavaScript, React, Laravel, Django, C#, Python

**Tools & Platforms:** Jira, TestRail, Perforce, Postman, WordPress, Wix, iOS, Android, macOS, Unreal

**Certifications:** Coursera: Project Management | National University: Instructional Design

## WORK EXPERIENCE

**Math Tutor & Curriculum Creator** | Saga Education (Remote) | Aug 2025 - Present

- Accelerated student proficiency by an average of three grade levels (from 4th to 7th grade) within a single academic year, directly contributing to a measurable increase in the school's overall state test pass rates.
- Analyzed Star assessment data for a cohort of 50+ high school freshmen to identify severe learning gaps, track continuous growth, and tailor targeted, data-driven instruction.
- Designed and implemented custom interactive math games and lesson plans, leveraging interactive media principles to translate complex concepts into engaging, hands-on learning experiences.

**Freelance Web Administrator** | Independent Contractor (Remote) | Feb 2025 - Aug 2025

- Audited and overhauled local business websites across various CMS platforms (e.g., Wix), resolving critical mobile responsiveness issues and broken links to improve overall user experience (UX).
- Streamlined site architecture and decluttered user interfaces, optimizing the layout so target audiences could easily access essential information.
- Authored step-by-step technical documentation and training guides, empowering clients to independently manage, troubleshoot, and update their web content post-handover.

**QA Analyst** | Epic Games (NC) | Jan 2022 - Jan 2025

- Spearheaded QA strategy and execution for the Epic Online Services (EOS) SDK across iOS, Android, and macOS, establishing the foundational testing apparatus as the inaugural platform lead.
- Reduced mobile testing lifecycle times by 50% by implementing optimized automation workflows and collaborating directly with engineers to develop custom internal test applications.
- Executed comprehensive regression and release testing spanning thousands of test cases across current and next-gen consoles (PS5, Xbox Series X, Switch), PC, and mobile platforms utilizing Jira, TestRail, Perforce, and Postman.
- Authored extensive technical documentation, including detailed test plans and internal Wiki pages, streamlining cross-functional communication and standardizing QA methodologies.

**Lead Web Developer & Digital Strategist** | Ninos de Nueva Esperanza (Toa Baja) | Dec 2021 - Feb 2022

- Architected and developed a fully responsive, award-winning bilingual (English/Spanish) website using HTML, CSS, JavaScript, and Wix, successfully bridging communication between local community members and prospective donors.
- Acted as the sole technical lead and central point of communication for a cross-functional team, seamlessly integrating multimedia assets (drone videography, photography, and interviews) into a cohesive digital product.
- Spearheaded digital identity strategy and established a sustainable CMS architecture, streamlining the client handoff process so stakeholders could independently manage content and campaigns post-launch.

**Instructional Technologist & UX Fellow** | Center for Design Thinking (NC) | Jan 2021 - Jan 2022

- Engineered a centralized WordPress web dashboard to replace disparate, manually updated Google Sheets, automating workshop scheduling, attendance tracking, and request approval workflows.
- Reduced administrative overhead by streamlining data visualization, empowering stakeholders to easily generate weekly and monthly reporting metrics on community engagement and staff utilization.
- Co-directed digital and physical logistics for a high-visibility university conference, developing the event website, facilitating remote broadcast technology, and utilizing 3D printing and laser engraving to produce branded multimedia assets.

**iOS Developer Intern** | Biobeat Technologies (Petah Tikvah) | May 2021 - Aug 2021

- Engineered robust Bluetooth connectivity and location-tracking features for a companion iOS app, ensuring continuous, real-time synchronization of critical patient vital signs (heart rate, body temperature) from a wearable medical IoT device.
- Developed modular SwiftUI dashboard components to visualize complex health data streams, creating an intuitive, accessible mobile interface utilized by both at-home patients and remote nursing staff.
- Spearheaded independent R&D initiatives as the sole iOS intern, autonomously researching and implementing complex technical solutions delegated by the lead engineer to accelerate the startup's product roadmap.

**EDUCATION**

**Master of Arts: Interactive Media** | Elon University, NC | May 2022

- Capstone Project: Shout! Solo Developer of a fast-paced game of speed recall for 3 to 8 players that incorporates learning development theory.

**Bachelor of Arts: Mathematics, Computer Science** | Elon University, NC | May 2021

- Undergraduate Research: Agreement Voting in Fixed-Length Circular Societies
- Graduated Summa Cum Laude
- Minor in Game Design