

# Zeus Borrego

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## Experience

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**Web Developer**, City of McAllen – McAllen, TX Nov. 2025 – Present

- Introduced GitHub-based version control and secure code hosting, establishing collaborative workflow for web deployments
- Redesigned and rebuilt the McAllen Public Utilities website using HTML, CSS, and Sitefinity CMS, improving visual design and mobile usability [mcallenpublicutility.com](http://mcallenpublicutility.com)
- Work with interdepartmental teams to implement content and design updates across the city's library, airport, birding center, and main portal websites

**AP Computer Science A Teacher**, IDEA Public Schools – Pharr, TX Feb. 2025 – Nov. 2025

- Taught Java programming and computer science principles aligned with the AP CSA curriculum
- Designed lesson plans, slides, and worksheets to prepare students for the AP exam
- Assessed student performance through assignments, projects, and practice exams, adjusting instruction to improve outcomes
- Incorporated real-world programming examples to build problem-solving skills and engagement

**Software Engineer**, Gigasheet, Inc. – Remote Aug. 2022 – Sept. 2024

- Led the development of Email and Revenuebase Enrichment tools, improving sales intelligence discovery and generating actionable insights for 200,000+ users
- Implemented editable tables, find & replace functionality, and batch operations using ClickHouse queries and Go database packages.
- Built custom formula functions and analytics components, enabling non-technical staff to extract insights without database access

**Software Engineer Intern**, Gigasheet, Inc. – Remote June. 2022 – Aug. 2022

- Built an admin web app for user file and data management, ensuring smoother backend operations
- Optimized backend processes to improve system reliability, addressing performance bottlenecks and ensuring smoother data operations via new endpoints for user file identification and bulk file deletion

**Information Technology Intern**, Bloomberg Philanthropies – New York, NY June. 2021 – Aug. 2021

- Monitored daily security analysis reports using CrowdStrike, Proofpoint, and Qualys to manage security risks and take appropriate action
- Researched, recommended, and conducted technical demos from various vendors for user behavior analytics

## Projects

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**Manatomb** manatomb.app

- Designed and developed a full-stack Go and PostgreSQL web application with modular backend architecture, supporting high-performance indexed search, data modeling, and rule-based domain logic, demonstrating mid-level system design and implementation skills.

## Convolution Neural Network

- Developed and compared CNNs trained from scratch and via transfer learning (VGG16, Inception-ResNet-v2) to classify brain tumor scans. Used TensorFlow and Keras to evaluate performance trade-offs in accuracy, false negatives, and training efficiency.
- link to academic paper:  
[linkedin.com/in/zeusborrego/overlay/1747689503096/single-media-viewer/?profileId=ACoAACfMA78BgjFW6wsQF\\_Tvrd6bGag16n3NI8](https://www.linkedin.com/in/zeusborrego/overlay/1747689503096/single-media-viewer/?profileId=ACoAACfMA78BgjFW6wsQF_Tvrd6bGag16n3NI8)

**Ray-Marching Infinite Terrain Generator** github.com/quehorrifico/Ray-Marching-Infinite-Terrain-Generator

- Built an infinite terrain generator using WebGL2 & JavaScript that executes in a web browser. Implemented various noise functions, the Phong Reflection Model and Ray Marching to create a 3D world of islands.

## Education & Skills

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**Swarthmore College**: BA in Computer Science June 2022

**Programming Languages**: Go, Python, Java, JavaScript

**Databases**: PostgreSQL, ClickHouse

**Cloud Tools**: AWS CloudWatch, S3, Secrets Manager