

Zachary Labit

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Availability: July - December 2025

EDUCATION

Northeastern University, Boston, MA

September 2023 - May 2027

Khoury College of Computer Sciences

GPA: 3.66/4.00

Candidate for Bachelor of Science in Computer Science with a Minor in Business Analytics

Relevant Courses: Fundamentals of Software Engineering, Object Oriented Design, Computer Systems, Algorithms and Data, Introduction To Data Science, Fundamentals of Information Analytics, Information Visualization for Business

TECHNICAL KNOWLEDGE

- **Languages:** JavaScript, TypeScript, HTML, CSS, Java, Python, SQL, C, Assembly, Racket (DrRacket)
- **Libraries & Frameworks:** React, Node.js, Next.js, MongoDB, Express, Flask, NumPy, Pandas, JUnit, Zod
- **Tools & Applications:** Docker, VS Code, IntelliJ, Eclipse, DataGrip, Excel, Tableau, Jupyter Notebook, GitHub

EXPERIENCE

Technical Co-op, Experiential Learning Innovation

Northeastern University

July 2025 - December 2025

- Developing a web app, [NUHire](#), to over **500** students to simulate the hiring process from the view of the employer, used in Co-op preparation class
- Composing the front-end with **React**, **Next.js**, and **Tailwind CSS**, backend with **Node.js**, and a **MySQL** database
- Creating multiple **RESTful API endpoints** to handle user actions
- Configuring live interactions and updates to the admin and students using **Socket.io**
- Containerized application using **Docker** and authenticated user sign-ins with **Keycloak**

PROJECTS

[Strategy.town](#)

June 2025

- Built a web app focused on community engagement using **JavaScript**, **TypeScript**, **React**, **HTML**, and **CSS**
- Developed a real-time drawing game inspired by Skribbl.io with live user chat functionality via **Socket.io**
- Created multiple **REST API routes** with **GET** and **POST methods** to handle user actions and data flow
- Used **MongoDB** to implement persistent user data storage, with input validation handled by **Zod**
- Designed a customizable and accessible user experience, including features like colorblind filters and resizable text, using **React** and **DOM manipulation**
- Used the **Agile development** methodology across three sprints with a team of four, incorporating **daily SCRUM meetings** and **pair programming**

[LetsType](#)

January 2025

- Developed a web-based typing app inspired by MonkeyType, utilizing **HTML**, **JavaScript**, and **CSS**
- Implemented various typing modes (Time, Words, and Quote) with seamless switching by use of **interactable HTML elements** and **modular JavaScript functions**
- Provided Words Per Minute, Word Count, Accuracy, and Time statistics at the end of each session to better performance tracking

PeerPoint

December 2024

- Designed and implemented a data-driven web application to enhance Northeastern's experiential learning process
- Built a global data model by integrating localized **ER diagrams** and implemented it in **MySQL**
- Developed a **REST API** using **Flask** to facilitate communication between the database and **Streamlit-based UI**
- Utilized **Docker** for a consistent development environment and seeded the database with realistic data using **Mockaroo** and **Python Faker**

ThreeTrios

November 2024

- Implemented a fully functional version of the Three Trios using **polymorphism** and **abstraction** to create **modular** and **scalable components**
- Implemented game with the **Model-View-Controller (MVC) design pattern** and other **Object Oriented Programming Principles** to ensure **scalability**, **testability**, and **code reuse**
- Created human player implementation that interacted with the view
- Created machine player that automatically played the game based on certain algorithm