

JACK ZGOMBIC

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EDUCATION

Rensselaer Polytechnic Institute (<i>Cumulative GPA 3.79</i>) <i>B.S. in Computer Science, Minor in Information Technology & Web Science</i>	Troy, NY Dec 2025
Villanova University (<i>Cumulative GPA 3.83</i>) <i>B.S. in Computer Science (Transferred)</i>	Villanova, PA 2022-2023

Relevant Coursework: Data Structures, Algorithms, Database Systems, Software Design & Documentation, Principles of Software, Operating Systems, Programming Languages, Computer Organization

EXPERTISE

Languages: Python, C#, Java, SQL, C/C++, HTML, CSS, JavaScript/TypeScript, Dart

Libraries/Frameworks: React, Node.js, Flutter, FastAPI, Django, Next.js

Tools/Software: Visual Studio Code, Unity, Blender, Git, Looker, Vercel, Firebase, Omni Analytics, Supabase, AWS

WORK EXPERIENCE

Hiveclass <i>Backend Software Engineer</i>	New York, NY Jun 2023 - Present
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- Analyzing database information using SQL and Omni Analytics to compile 2M+ rows for business insights
- Writing JavaScript to create 20+ endpoints for a consistent and secure client-facing product API
- Designing a foundational database schema with 25+ tables to support a completely overhauled product
- Collaborating with and training non-technical superiors to automate previously manual workflows

PERSONAL PROJECTS

Plancake <i>Next.js, Django, Supabase, PostgreSQL, AWS</i>	<i>Sep 2024 - Present</i>
<ul style="list-style-type: none">• Designing a back-end in Django with 20+ endpoints to achieve reliable communication for clients• Implementing an intuitive web experience using Next.js to optimize for SEO and client efficiency• Structuring a database using PostgreSQL for reliable data storage and flexible feature usage• Practicing an agile development workflow with a team of 5 developers to ensure consistent progress	
ChatKeyPT <i>Dart, Flutter, Firebase</i>	<i>May - Aug 2024</i>

- Deployed an iOS and web application built with Flutter, achieving 450+ app downloads and 200+ user accounts
- Maintained a total development cost of \$10 over 3 months to prove the platform's cost efficiency
- Designed the application with a highly reactive interface to ensure proper operation on a variety of platforms
- Implemented a secure back-end using Firebase to handle data storage and user authentication

Project CARPI <i>Python, FastAPI, MySQL</i>	<i>Dec 2023 - Present</i>
<ul style="list-style-type: none">• Organizing back-end data storage using a MySQL database to increase platform reliability and efficiency• Designing a custom course search algorithm with SQL to present relevant information for students• Working closely with the project lead to properly organize the project back-end for scalability• Collaborating with a team of 10 developers through a Git workflow to ensure organized code	

Super Golf <i>C#, Unity, Blender</i>	<i>Jan - Feb 2022</i>
<ul style="list-style-type: none">• Developed in the Unity game engine over a period of 2 months to create a multiplayer golf video game• Scripted game logic using C# to calculate scores, display visual effects, and manage up to 4 players• Employed Unity's built-in tools to implement graphical user interfaces and shader scripts• Updated the game one year later to add accessibility features and fix bugs from initial release	