JACK ZGOMBIC

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EDUCATION

Rensselaer Polytechnic Institute (*Cumulative GPA 3.82*)   **Troy, NY**
B.S. in Computer Science, Minor in Information Technology & Web Science   *Dec 2025*

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

EXPERTISE

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

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

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

WORK EXPERIENCE

Hiveclass   **New York, NY**
Backend Software Engineer   *Jun 2023 - Present*

- Designing a foundational database schema with 25+ tables to support a completely overhauled product
- Orchestrating a complete database migration using TypeScript to bring client data to a new back-end system
- Writing JavaScript to create 20+ endpoints for a consistent and secure client-facing product API
- Analyzing database information using SQL and Omni Analytics to compile 2M+ rows for business insights
- Collaborating with and training non-technical superiors to automate previously manual workflows

PERSONAL PROJECTS

Plancake | *Next.js, Django, Supabase, PostgreSQL, AWS*   *Sep 2024 - Present*

- 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 | *Dart, Flutter, Firebase*   *May - Aug 2024*

- 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 | *Python, FastAPI, MySQL*   *Dec 2023 - Present*

- 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 | *C#, Unity, Blender*   *Jan - Feb 2022*

- 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