

JACK ZGOMBIC

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EDUCATION

Rensselaer Polytechnic Institute (*Cumulative GPA 3.79*)

B.S. in Computer Science, Minor in Information Technology & Web Science

Troy, NY

Dec 2025

Villanova University (*Cumulative GPA 3.83*)

B.S. in Computer Science (Transferred)

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

Backend Software Engineer

New York, NY

Jun 2023 - Present

- 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 | *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