

# Zach Sherman

*I make human-centered digital tools*

[zach@zach.digital](mailto:zach@zach.digital)

[github](#) | [portfolio](#)

San Francisco

## [Repl.it](#) (April - May 2020)

### Product Engineer (contract)

- ▶ worked directly with the CEO to quickly prototype a new system for publishing and sharing repls
- ▶ quickly learned **Apollo**, **GraphQL**, and **PostgreSQL** to build the new system in an unfamiliar codebase

## [Open Work Labs](#) (July - Nov 2019)

### Product Engineer

- ▶ used **React** + **Redux** to build three different iterations of a [web app](#) to organize and share any GitHub repo's activity
- ▶ used **NodeJS**, **web3.js**, **MongoDB** to create a server that used the Ethereum blockchain as a permissions layer for [IPFS](#) pinning
- ▶ used **Figma** to build wireframes and mockups before prototyping in React
- ▶ created a website and [visual identity](#) for our early-stage startup

## University of Chicago (2015-19)

- ▶ GPA: 3.6 + Dean's List all four years
- ▶ Relevant coursework: Intro to Computer Science I (Scheme) + II (C), Machine Learning + Images, Data and Algorithm in Art, Calculus III, Statistical Methods + Applications, Advanced Quantitative Modeling in Biology, Metamedia Design Studio

**Professional experience with:** HTML/CSS/JS, React, Redux, Apollo, NodeJS, Jest, Git, Typescript, GraphQL, Postgres, MongoDB, Docker, IPFS, Figma

**Personal experience with:** Python, Clojure, R, Rust, Haskell, C, Elixir/Phoenix, Scheme/Racket, OCaml, ReasonML, F#, C#/Unity, Elm, Svelte/Sapper, Dat, CRDTs

### **Skilled at:**

- ▶ designing and building systems
- ▶ learning quickly: new programming languages, work frameworks, design tools, etc.

## [Reclaim Chicago](#) (2015-19)

### Electoral Lead

- ▶ coordinated electoral work on- and off-campus, winning [numerous victories](#) around the city
- ▶ led [direct actions](#) that changed political possibilities in IL— the [current governor](#) is implementing one of the most progressive agendas of any state gov

## [Smart Museum](#)

### (Oct 2018- June 2019)

- ▶ used web and game dev frameworks to create [interactive artworks](#) for the web and gallery spaces
- ▶ collaborated with other artists to stage a [series of networked audiovisual performances](#) (first project listed in link)