

Zacharia Bachiri

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EDUCATION **Northeastern University** - 3.55 gpa
College of Computer & Information Science
Candidate, Bachelor of Science in Computer Science & Interactive Media, 2016

Relevant Coursework

Design Process: Context + Systems, Typography 1 + 2, Interaction Design 1,
Human Computer Interaction, Graphic Design, Software Development, Object-
Oriented Design, Algorithms & Data Structure

SKILLS **Skills and Technology**

Adobe Illustrator, Indesign & Photoshop, Sketch, wireframing, prototyping,
human-centered design, interaction design, usability testing

Java, Javascript, HTML, CSS, PHP, Scheme, Git, Wordpress, AngularJS

Projects

Working with one classmate, for my senior capstone project, to create a digital
interactive art installation that uses light, sound, and motion to create a unique
spacial experience. We are currently using Arduinos, various motion and
distance sensors, lumber, and acrylic panels to prototype interactive pillars.

WORK EXPERIENCE **Director of Scout Labs | Scout**

2015 - Present | Boston, MA

Founded and currently lead Scout Labs within Scout, Northeastern's stu-
dent-led design studio. Scout Labs leverages design thinking and human-
centered design practices to create social innovation. The Scout Labs team is
currently working on their first year long project, which focuses on promoting
the purchase of healthy food in low-income communities.

Software Engineer Co-op | Placester

July 2014 - January 2015, May 2015 - August 2015 | Boston, MA

Designed and implemented features and fixes for Placester's corporate
website, which is built on top of Wordpress using modern web technologies.
Worked with the CEO to make decisions about how to create an experience
inline with Placester's goals. Developed a system that allowed for the creation
of custom microsites within Placester's corporate site. Regularly acted as a
designer when design resources were limited.

Software Engineer Co-op | Charles River Development

July 2013 - January 2014 | Burlington, MA

Implemented features, tests, and bug fixes for the Next Generation Manager
Workbench with C#, SQL and NUnit in a .NET framework.