

Zacharia Bachiri

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EDUCATION

Carnegie Mellon University

Candidate, Master of Design in Design for Interactions, 2019

Northeastern University

Bachelor of Science in Computer Science & Interactive Media, 2016

Study Abroad in Berlin - Design in a German Cultural Context, Summer 2015

SKILLS

Skills and Technology

Adobe CC, Sketch, Invision, Wireframing, Digital and Physical Prototyping, Design Thinking, Research Methods, Agile, Javascript, HTML, CSS, PHP, Git, Arduino

WORK EXPERIENCE

Design Intern, Products | SYPartners

May 2017 - August 2017 | New York, NY

Worked on a small product team building a leadership development platform. Contributed design to and helped launch a new Leadfully marketing site. Ideated and created wireframes and mockups for new features in the Leadfully platform. Helped the team adopt better agile practices and design sprints.

Mobile Design Apprentice | Intrepid Pursuits

January 2017 - April 2017 | Cambridge, MA

Conducted client and capstone work spanning all aspects of UI and UX design. Designed an app that handles digital contest administration, handling everything from wireframes through developer handoff for both iOS and Android. Completed UI/UX work on the Bose Connect application.

UX Design Intern | SMAKK STUDIOS

June 2016 - December 2016 | New York, NY

Completed work spanning user and competitive research, wireframing, and visual design for various client projects. Acted as the main designer for The Center for NYC Neighborhoods website redesign (currently in development).

Director of Scout Labs | Scout

January 2015 - May 2016 | Boston, MA

Founded and led Scout Labs within Northeastern's student-led design studio. Scout Labs leverages human-centered design to create social innovation. Our first year long project promoted healthy food in low-income communities by partnering with local corner stores to create display and signage material.

Software Engineer Co-op | Placester

July 2014 - January 2015, January 2016 - May 2016 | Boston, MA

Designed and implemented features and fixes for Placester's corporate website. Worked with the CEO and Director of User Experience to make decisions about how to create an experience inline with Placester's goals.