

## **Zacharia Bachiri**

781.608.0861

zachbachiri.com

zachbachiri@gmail.com

**EDUCATION**    **Northeastern University** - 3.55 gpa  
Bachelor of Science in Computer Science & Interactive Media, 2016  
Study Abroad in Berlin - Design in a German Cultural Context, Summer 2015

### **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 Creative Suite, Sketch, UXPin, Invision  
User experience design, human-centered design, ethnographic research  
  
Javascript, HTML, CSS, PHP, Java, Scheme, Git, Wordpress, AngularJS

**WORK EXPERIENCE**    **Mobile Design Apprentice | Intrepid Pursuits**  
*January 2017 - Present | Cambridge, MA*  
Working with Intrepid's design team on various client projects. As a capstone project, designing an app that handles digital contests for admins, judges, and contestants. Working with another designer to complete everything from wireframes through developer handoff.

**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.

**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.