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

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
For my senior capstone project, I created a digital interactive art installation that was installed in the stairwell of the Design building at Northeastern. LED strips along the wall changed color as people walked on the stairs. Custom force-sensitive resistors were used to detect human steps.

WORK EXPERIENCE

Design Intern | SMAKK STUDIOS
June 2016 - Present | New York, NY
Completed work spanning user and competitive research, information architecture, wireframing, and visual design for various client projects.

Director of Scout Labs | Scout
January 2015 - May 2016 | Boston, MA
Founded and led Scout Labs within Scout, Northeastern's student-led design studio. Scout Labs leverages design thinking and human-centered design practices 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, 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.