

Zacharia Bachiri

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- EDUCATION** **Northeastern University** - 3.51 gpa
College of Computer & Information Science
Candidate, Bachelor of Science in Computer Science & Interactive Media, 2016
- Relevant Coursework**
Software Development, Object-Oriented Design, Algorithms & Data Structure, Design Process: Context + Systems, Typography 1 + 2, Interaction Design 1, Human Computer Interaction, Graphic Design
- SKILLS** **Skills and Technology**
Adobe Illustrator, Indesign & Photoshop, wireframing, prototyping, design thinking process, visual design, user interviewing, 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 lead Scout Labs within Scout, Northeastern's student-run design studio. Scout Labs leverages design thinking and human-centered design methods to create social innovation. The Scout Labs team is currently working on their first year long project, which seeks to increase healthy food behaviors 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 marketing team to create page templates that allowed for seamless, beautiful, and custom page creation. Developed a system that allowed for the creation of custom microsites within Placester's corporate site. Utilized vendor APIs to integrate lead capturing and social media.
- 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.