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 - 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 every-
thing 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.

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.