

Zacharia Bachiri

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Education

Carnegie Mellon University

August 2017 - May 2019 (Expected)

M.Des. in Design for Interactions

Northeastern University

August 2011 - May 2016

B.S. in Computer Science &
Interactive Media

Skills

Design

Adobe CC, Sketch, Invision, Principle,
Digital and Physical Prototyping, Design
Research Methods

Code

Javascript, HTML, CSS, PHP, Git, Arduino

Projects

Master's Thesis

Exploring the relationship between the tech industry and high school students in underserved neighborhoods as a way of addressing the lack of diversity in the industry and the lack of economic mobility for the students. Project ongoing until May 2018.

Experience

Interaction Design Intern | IDEO

June 2018 - August 2018, Chicago

Worked on highly collaborative teams creating digital products and service experiences for clients in the financial and automotive industry. Contributed throughout all aspects of design research and synthesis, opportunity development and concepting, and design implementation.

Design Intern, Products | SYPartners

June 2017 - August 2017, New York City

Worked on a small 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.

Experience Design Apprentice | Intrepid Pursuits

January 2017 - April 2017, Boston

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 City

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).

Software Engineer Co-op | Placester

July 2014 - January 2015, Boston

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 business goals.