

Zacharia Bachiri

781.608.0861

zachbachiri.com

zachbachiri@gmail.com

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,
human-centered design, interaction design, usability testing

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 currently lead Scout Labs within Scout, Northeastern's student-led design studio. Scout Labs leverages design thinking and human-centered design practices to create social innovation. The Scout Labs team is currently working on their first year long project, which focuses on promoting the purchase of healthy food 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.