

Zachary Marino

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EDUCATION

Northeastern University, Boston, MA

September 2022 - May 2026

Bachelor of Science in Computer Science and Design (2022-Expected Graduation May 2025)

GPA: 3.7/4.0

Master of Science in Experience Design (Incoming September 2025-May 2026)

Honors: Dean's List (4x)

Relevant Coursework: Interaction Design Principles, User Experience Design, Database Design, Fundamentals of Software Engineering, Human-Computer Interaction, Information Design

Extracurriculars: Music Enthusiasts (Founder) | Northeastern Electric Racing (Design Lead) | Film Enthusiasts

EXPERIENCE

Boston Globe Media Partners, Boston, MA

January 2024 - August 2024

Product Management Co-op

- Coordinated 5 major projects to completion with stakeholder feedback and engineering/design team support, including priority projects on the 2024 roadmap
 - Styled several implementations in line with the website style guide using CSS and JSON Styling Format
 - Proposed a major redesign of how sports content is displayed on the front page of Boston.com and the Globe
 - Wrote a 58-page User Guide on core editorial systems for new hires, cutting average onboarding time by 50%
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PROJECTS

Investigating Impact of Design Thinking on Journalistic Process, Boston, MA

September 2024 - December 2024

Directed Study

- Investigated what it means to “think like a designer,” developing strong editorial judgment and UX research skills through the exploration and designed intervention of the journalistic process
 - Interviewed several industry professionals, including former editor-in-chief of the Boston Globe, Boston.com community editor, and entry-level journalists who may benefit from a design intervention
 - Created a card deck called “Pitch” that outlines various exercises, prompts, and topics for idea generation, cutting down the average time needed to develop a potential pitch by 80%
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Abacus, Boston, MA

September 2024 - December 2024

Spreadsheet Application

- Designed a responsive spreadsheet prototype using Figma, creating a custom component library using Google material icons and testing the components using Storybook
 - Coded the frontend and API, developing a React context to dynamically render individual cells to reduce the size of API calls to the backend exponentially
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Alloc8, Boston, MA

October 2023 - December 2023

Personal Finance App Prototype

- Personal Finance App that automatically assigns a paycheck to various budgets and savings; surplus money is user-allocated to temporarily increase budgets or add to goals
 - Conducted user interviews and testing, ran usability audits, created a user persona, developed all visual design using the Adobe Suite, and prototyped in Figma to create a cohesive product experience
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MOHAI Native Stories, Seattle, WA

May 2023 - June 2023

Exhibit Guide Website Prototype

- Created a website prototype for the Seattle Museum of History and Industry using Axure RP
 - Prototype contained artifacts on the Indigenous Peoples Exhibit, visited by over 150,000 guests annually
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SKILLS

Software:

Figma, Adobe Suite, Jira, Axure RP, Docker, Storybook, Google Suite, Balsamiq

Tools:

React, WordPress, Git, Flask API, Cypress, Vite, Human Interface Guidelines, Material UI

Languages:

Typescript, Java, MySQL, Python, HTML/CSS, JSON, YAML/Markdown, Racket

INTERESTS:

Photography, graphic design, discovering new music, watching baseball, movies, cooking