Zachary Marino

<u>zachmarino234@gmail.com</u> | (847)-651-6151 | Boston, MA | Available January - August 2025 <u>zmarino.com</u> | <u>linkedin.com/in/zach-marino</u> | <u>github.com/zachmarino234</u> | Reference Available Upon Request

EDUCATION

Northeastern University, Boston, MA Khoury College of Computer Sciences September 2022 - May 2026

GPA: 3.7/4.0

Bachelor of Science in Computer Science and Design

Honors: Dean's List (4x), College of Arts Media and Design Honors in the Disciplines

Relevant Coursework: Interaction Design Principles, User Experience Design, Database Design, Fundamentals of

Software Engineering, Human-Computer Interaction, Information Design

Extracurriculars: Music Enthusiasts | Northeastern Electric Racing | Film Enthusiasts | Cooking Club

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%

Northeastern Electric Racing, Boston, MA

June 2023 - December 2023

Design Lead

- Led design team for in-house project management web app with 212 users and 82 projects
- Prototyped layouts for various new pages and features that were implemented in the website
- Increased engineer output by 20% through overhauling the information design of the website
- Wrote a branding style guide that designers use to keep the look of the website consistent

PROJECTS

Investigating Impact of Design Thinking on Journalistic Process, Boston, MA September 2024 - December 2024 - Honors Project

- Investigating 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
- · Set to present intervention in December to department faculty, college dean, and industry professionals

Alloc8, Boston, MA

October 2023 - December 2023

Personal Finance App

- 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

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 housed texts, audio, and videos on the Indigenous Peoples Exhibit at the museum, visited by more than 150,000 guests every year

SKILLS

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

Tools: WordPress, Git, React, Flask API, Tailwind CSS, 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

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REFERENCES

Richard Rinker
Boston Globe Media Partners
Senior Product Manager
richard.rinker@globe.com
https://www.linkedin.com/in/rrinker2030/

Richard Rinker was my boss during my co-op with Boston Globe Media Partners.

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Dear New York Times Staff,

Thank you for the opportunity to apply to be an Interactive News Intern at the New York Times. My name is Zach Marino and I am a third-year computer science and design combined major at Northeastern University. As a combined major, I have the unique opportunity to learn the practice of both computer science and design. After spending eight months working in product management at the Boston Globe, I have gained a passion for media — and designing for news organizations — that I cannot shake. I hope to take all I learned at the Globe to the New York Times, an organization I have long turned to for inspiration.

While at the Globe, I constantly took on interesting projects that expanded my skillset. Twice a year, the Globe runs an innovation conference where all employees are invited to brainstorm and build a pitch to address pain points or flesh out creative ideas. Considering the nature of the journalism industry, I wanted to pitch an idea that was low-cost yet high-impact. After talking with some of the editors and identifying pain points with reader engagement, I pitched a redesign of how sports content is displayed on the Boston Globe and Boston.com. I was the only co-op of 32 to pitch an idea, and the executive staff responded to my proposal favorably. The Globe even transferred my idea to the innovation team to be investigated further. The time I spent maintaining the editorial systems at the Globe gave me the perspective needed to pitch a viable project. I am excited to transfer this perspective to the New York Times.

Through my coursework at Northeastern, I have gained experience delivering a project from ideation to implementation. I worked on a full-stack application called TalentTrace, a job tracker and industry trends aggregator. We started the project by determining who our users were and writing user stories to meet their needs. We then developed an Entity-Relationship diagram to match the business needs with our technical implementation. With the database implemented, we created a REST API using Flask and rendered it using Streamlit — both being python frameworks. Additionally, this semester I am using Typescript and React to develop full-stack applications, so I feel confident I can bring these skills to support developers, designers, and journalists in the creation of immersive media projects.

I believe my experience in the media space, as well as my computer science and design background, make me an ideal candidate to contribute to the New York Times' initiatives for immersive content and interactive media. The Times is always innovating, and it would be an honor to contribute to its trailblazing work in the industry I have come to appreciate.

Thank you for your consideration and I look forward to your response.

Sincerely, Zach Marino