Zach Zager

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Education
Tufts University, Medford, MA
Bachelor of Science, Engineering Psychology, May 2017
GPA: 3.72

Work Experience
Product Intern, Motus, Boston, MA   May 2016 - Present
- Collaborate with development and quality assurance teams in a fast paced agile environment
- Integrate input from distinct user groups to create product enhancements
- Identify user requirements and design layouts for the user-facing side of Motus' SaaS platform
- Leverage Cloud, API, and SDK capabilities to increase back end scalability

Consultant, 180 Degrees Consulting, Tufts University   September 2015 - Present
- Deliver free consulting services to socially-beneficial enterprises
- Advise organizations on new strategies, technologies, and services to utilize
- Delegate responsibilities with a team of fellow Tufts students

Teaching Assistant, Intro to Computer Science, Tufts University   September 2015 - Present
- Instruct students on the fundamentals of computer programming
- Coordinate and lead workshops to help students with common problems
- Test, grade, and provide feedback on students' homework assignments

Research Assistant, Spatial Cognition Lab, Tufts University   September 2015 - January 2016
- Conduct research on mental rotation and mental imagery
- Guide participants through two-hour experimental procedure
- Write programming scripts to analyze data and suggest future research directions

Counselor, Pinemere Camp, Stroudsburg, PA   2012 - 2015
- Worked with an international staff as a counselor for kids ages 6 through 15
- Oversaw the hiring of and transition to a new full-time executive director
- Planned large-scale athletic and educational programs

Site Director, Let's Get Ready, Somerville, MA   January-May 2014
- Provided underserved high school students with free SAT tutoring and admissions counseling
- Managed the program calendar, expenses, student participation, and data entry
- Made heavy use of data to track student progress and program effectiveness

Personal Projects
Waffle Cats   October 2015 - Present
- Developed a multiplayer PC game as part of a three-person team
- Led user testing efforts to gauge player responses to successive design iterations
- Porting the game for release on the iOS and Android App Stores

Skills
C++, MATLAB, HTML, CSS, JavaScript, MEAN Stack, C#, SPSS, 123D Design, Microsoft Office