

ZACH HARWOOD

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TECH STACK: HTML5, CSS, JavaScript (ES6+), React, Git, WordPress, Angular.js, Node.js, SQL, MongoDB, Figma, WebSocket, Adobe Creative Suite, Tailwindcss, Swift

Front-End Developer | UI/UX Specialist | Accessibility-Focused Web Engineer

Creating functional, accessible, and visually engaging digital experiences with expertise in front-end development, usability testing, and modern frameworks.

UX/UI Design / Prototyping / Accessibility Standards / Agile Development / Usability Testing / Human-Centered Design / Front-End Development / HTML / CSS / JavaScript / React / Angular.js / Node.js / Figma / A/B Testing / Responsive Design / User Research / Collaboration and Communication Skills / User Interface Design

PROJECTS

CHATBOARD(Thesis project): Designed, developed, and tested a communication tool prototype for educational environments, improving task efficiency by 25% through iterative design enhancements. Created high-fidelity Figma prototypes aligned with WCAG standards. Conducted qualitative and quantitative research, refining core interface elements for better user experience.

ROCK PAPER SHOWDOWN: Built a full-stack web application using MongoDB, Express.js, React, and Node.js with dynamic gameplay and real-time interaction. Ensured 99% uptime through CircleCI CI/CD pipelines. Designed interactive UIs with Handlebars.js and custom CSS animations. Integrated WebSocket for real-time multiplayer communication.

RECIPES @ MIDNIGHT: Developed a custom API-driven web application for organizing and sharing recipes with a focus on accessibility. Created intuitive data entry and display features for user-submitted content. Implemented streamlined UI using CSS and JavaScript, enhancing content discoverability and usability.

EXPERIENCE

M.S. HUMAN-COMPUTER INTERACTION (HCI) | RIT - Rochester, NY

8/2020 - 5/2024

Earned a 3.8 GPA at Rochester Institute of Technology (RIT), focusing on usability testing, accessibility standards, and human-centered design principles through collaborative and independent coursework/projects.

- Led end-to-end usability testing and prototyping to improve digital communication tools.
- Gained expertise in usability testing methodologies, including A/B testing, surveys, and qualitative research, resulting in design adjustments that improved task efficiency by 25%.
- Studied advanced accessibility design standards (WCAG compliance) and applied them in multiple design projects to ensure inclusive user experiences.

UI DEVELOPMENT INTERN | JPP - Rochester, NY

5/2020 - 8/2020

Partnered with cross-functional teams to redesign and optimize front- and back-end systems, integrating stakeholder feedback to enhance usability, accessibility, and digital content management.

- Migrated data management system from Google Forms to Airtable, streamlining data workflows, improving platform performance, and increasing web traffic by 15%.
- Enhanced usability/accessibility by resolving design inconsistencies, including image alt text and content hierarchy.
- Modernized user interface and ensured alignment with accessibility standards.

UI DEVELOPMENT INTERN | City Hive - New York, NY

5/2018 - 8/2018

Designed user-friendly interfaces for merchant platforms, ensuring accessibility and performance. Collaborated with engineers, designers, and stakeholders to align design principles, accessibility standards, and project goals. Contributed to WordPress-based solutions to enhance content workflows and platform scalability.

- Propelled user satisfaction by 20% through strategic UI enhancements and feature implementations based on usability feedback and accessibility standards.
- Engineered scalable feature for alcohol product information display across 15+ merchant platforms, improving content visibility and consistency.
- Developed a quick pop-out menu, lifting customer data access and navigation speed.
- Mastered Angular.js in 2 weeks and applied it effectively to deliver client-side features, supporting project delivery timelines and technical innovation.

EDUCATION

Master of Science in Human-Computer Interaction (HCI) | Rochester Institute of Technology | 5/2024 | GPA: 3.8

Bachelor of Science in New Media Interactive Development | Rochester Institute of Technology | 5/2020 | GPA: 3.4