

Zachary Marino

hello@zmarino.com | New York City Metropolitan Area

zmarino.com | linkedin.com/in/zach-marino | github.com/zachmarino234 | References Available Upon Request

EDUCATION

Northeastern University, Boston, MA

Expected May 2026

Master of Science in Experience Design / GPA: 3.9/4.0

Relevant Coursework: Experience Design Studio Principles, Design Systems, Notational Systems for Experience, Prototyping for Experience Design (Autodesk Fusion), Research Methods for Design

Bachelor of Science in Computer Science and Design / GPA: 3.8/4.0

May 2025

Honors: Magna Cum Laude

Relevant Coursework: Interaction Design Principles (Figma), User Experience Design (Axure RP), Brand and Identity Design (Adobe Suite, Packaging Design), Fundamentals of Software Engineering (Typescript, React, Express, Git), Human-Computer Interaction (Balsamiq), Information Design (Python, Pandas), Database Design (SQL, MySQL, Docker)

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

EXPERIENCE

No Pool Productions, New York, NY

July 2025 – Present

Freelance Design Consultant

- Developed brand identity using Adobe Suite for Broadway-focused production company startup
- Designed website in Figma, conducted competitive analyses, and coded website using Typescript and Next.js

Dow Jones, New York, NY

June 2025 – August 2025

Product Design Intern

- Designed and expedited a major feature to production for the B2B product suite by gathering product requirements, prototyping in Figma, and communicating functionality with development team over Jira
- Led a group of six interns to propose a new AI-powered product to encourage Gen Z to invest by iterating upon current offerings, conducting user research, creating quality mockups, and presenting to the senior team
- Coordinated three projects on the 2025 roadmap with external user feedback and cross-functional internal teams

Boston Globe Media Partners, Boston, MA

January 2024 – August 2024

Product Management Co-op

- Coordinated five major projects to completion using Jira with stakeholder feedback and engineering/design team support, including priority projects on the 2024 roadmap
 - Styled several implementations aligned with website style guide using WordPress, HTML/CSS, and JSON
 - 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%
-

PROJECTS

Fantasy Sportsball, Boston, MA

November 2025 – December 2025

Experience Design Project

- Created a card game to redefine the sports-watching experience for non-enthusiasts that combines bingo and fantasy football to foster a greater sense of community through engagement with sports
- Based on insight from five user interviews, created experience map and card content; tested enjoyment and game flow through two user testing sessions; and designed four card iterations using the Adobe Suite

Catalog 8H, Boston, MA

January 2025 – May 2025

Degree Capstone Project

- Created branding, component library, and interactive prototype for an SNL-themed social cataloging platform
- Brand system included a set of custom icons, logo, patterns, typography, and colors that were applied accordingly to the prototype, creating a cohesive brand experience
- Developed layout constraints for the prototype to fit within Apple's Human Interface Guidelines

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 and Cypress
- Coded the frontend and API using Typescript, Express, and Tailwind, developing a React context to dynamically render individual cells to exponentially reduce the size of API calls to the backend