

# JACK ZGOMBIC

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## EDUCATION

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**Rensselaer Polytechnic Institute** (*Cumulative GPA 3.82*)  
*B.S. in Computer Science, Minor in Information Technology & Web Science*

**Troy, NY**  
*Expected Dec 2025*

**Villanova University** (*Cumulative GPA 3.83*)  
*B.S. in Computer Science (Transferred)*

**Villanova, PA**  
*2022-2023*

**Relevant Coursework:** Data Structures, Algorithms, Database Systems, Software Design & Documentation,  
Principles of Software, Operating Systems, Programming Languages, Computer Organization

## EXPERTISE

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Languages: Python, C#, Java, SQL, C/C++, LookML, HTML, CSS, JavaScript, Dart, PHP

Libraries/Frameworks: Alpine.js, Tailwind CSS, React, Node.js, Flutter, FastAPI

Tools/Software: Visual Studio Code, Unity, Blender, GitHub Desktop, MySQL Workbench, Looker, Firebase

## WORK EXPERIENCE

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**Hiveclass**  
*Developer*

**New York, NY (Remote)**  
*June 2023 - Present*

- Analyzing database information using SQL to present business analytics to company executives
- Designing tools using LookML within Looker to create automated workflows for data presentation
- Creating online tools with full-stack development skills to make data accessible to other members of the team
- Collaborating with non-technical superiors to ensure an understanding of technical limits

## PERSONAL PROJECTS

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**Super Golf** | *C#, Unity*

*January - February 2022*

- Developed in the Unity game engine over a period of two months to create a multiplayer golf video game
- Scripted game logic using C# to calculate scores, manage players, and display visual effects
- Employed Unity's built-in tools to implement graphical user interfaces and shader scripts
- Updated the game one year later to add accessibility features and fix bugs from initial release

**Tomceto** | *Python, MySQL, React*

*September 2024 - Present*

- Designing a database with MySQL for reliable data storage and flexible feature usage
- Implementing a back-end in FastAPI to achieve reliable and secure communication between client and database
- Documenting project planning and progress in deliverables for the purpose of accountability and organization
- Practicing an agile development workflow with a team of 5 developers to ensure consistent progress

**CARPI Bot** | *Python, MySQL*

*December 2023 - Present*

- Organizing back-end data storage using a MySQL database to increase platform reliability and efficiency
- Designing a custom course search algorithm with SQL to present relevant information for students
- Working closely with the project lead to properly organize the project back-end for scalability
- Collaborating with a team of 10 developers through a Git workflow to ensure organized code

**ChatKeyPT** | *Flutter, Firebase*

*May - August 2024*

- Deployed an iOS and web application built with Flutter, achieving 150+ app downloads and 90+ user accounts
- Maintained a total development cost of \$10 over 3 months to prove the platform's cost efficiency
- Designed the application with a highly reactive interface to ensure proper operation on a variety of platforms
- Implemented a secure back-end using Firebase to handle data storage and user authentication