

JACOB BLAZUSIAK

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EDUCATION

University of Alberta

BSc with Specialization in Computing Science

Expected Graduation: May 2020

SKILLS

Programming Languages

Python, C/C++, Java, HTML, CSS, JavaScript, SQL, Assembly

Frameworks and Libraries

Bootstrap, Django, ReactJS, AngularJS, MongoDB, Express, Node.js

Tools and Practices

Git, Unix/Linux Shell, Postman, Docker, Continuous Integration, Object-Oriented Programming

EXPERIENCE

University of Alberta

Junior Research Analyst (May 2018 - August 2019)

- Collaborated in an interdisciplinary project researching plant growth with image analysis
- Provided desktop support for hundreds of researchers around campus
- Researched new technologies and IT solutions for the University
- Designed custom 3D prints for researcher projects
- Documented and tracked issues using ServiceNow

StatGo Corp.

Web Developer (May 2017 – January 2018)

- Refactored the web application to use Material Design and AngularJS
- Designed numerous intuitive help webpages and tools for new application users
- Facilitated software consultations to find and tailor solutions for client needs
- Prepared documentation and tracking for issues based on priority and impact
- Embraced agile software development skills and practices

ACHIEVEMENTS

Jason Lang Scholarship

Recognizes and rewards the outstanding academic achievements of Alberta post-secondary students.

CMPUT 250 Game Development Award for Excellence in Art and Design

Recognizes the game with the best visual art and design, including art direction, cut-scene design and character design

ACADEMIC PROJECT WORK

Haptik (September 2019 – December 2019)

Web application used to document essential moments during resuscitation simulations. Adopted design techniques to simplify an otherwise stressful and overwhelming task.

Raspberry-Pi Phenotyping (September 2018 – August 2019)

A joint project between the University of Alberta and G2V Optics, analyzing the growth of plants based on various light conditions using visual recognition. Responsibilities included creating a custom physical environment to mount the Raspberry Pi's and designing a robust system to sync data across multiple chambers to a central server. Data primarily consisted of images, which would eventually be piped through PlantCV for image analysis.

NewPee (January 2019 – April 2019)

A distributed social network web application built using Django. Utilized continuous integration and API integration.

Bronzify (September 2017 – December 2017)

An Android application that allows users to record, edit and track their habits. Embraced Object-Oriented Programming, Test-Driven Development and Design Patterns.

RELEVANT COURSEWORK

- Algorithm Design/Analysis
- Computer Organization and Architecture
- Database Management
- Formal Systems and Logic
- Operating System Concepts
- Reinforcement Learning
- Software Engineering
- Video Game Development
- Visual Recognition
- Web Applications and Architecture