Logan Pazol

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EDUCATION

Northeastern University, Boston MA 2017-2021
Khoury College of Computer Sciences
Bachelor of Science in Computer Science, Magna Cum Laude 2021
3.96/4.00 GPA

COMPUTER KNOWLEDGE

Proficient Languages: Swift, C++, Typescript, Java, Python C, Objective-C, Python and PHP
Frameworks: UIKit, RxSwift, React, Jest, Mocha, JUnit, OpenGL, GLSL, OpenCL, PhysX
Technologies: PostgresSQL, MySQL, AWS, Azure, Docker and Unreal Engine

WORK EXPERIENCE

RECUR, Boston MA May 2021-Present
Software Engineer II - NFT / Blockchain
- Architected a Typescript service to perform and handle a high volume of blockchain operations
- Designed flexible core systems built in AWS Lambda to facilitate custom branded NFT experiences
- Created integration testing frameworks that feature heavy use of database fixtures

Poloniex, Boston MA July 2020-Dec. 2020
Software Engineer Co-op - Wallets
- Implemented and designed automatic on-chain reward claiming and airdropping
- Prepared the exchange for the July 2020 GRIN hard fork by instrumenting the Slatepack protocol
- Listed FUND on the exchange by developing the service to interact with the Unification blockchain

TripAdvisor, Boston MA July 2019-Dec. 2019
Software Engineer - Experiences Supply Co-op
- Built out new React components, new UI flows, fixed UI bugs and wrote tests using Jest
- Created new HTTP endpoints and fixed existing bugs in a Java backend
- Improved data integrity through backend and frontend validation, and automatic cleanup tasks

Bose Corporation, Framingham MA May 2018-Aug. 2018
iOS Applications Development Intern
- Developed and unit-tested an internal tool incorporating AppKit, written mainly in Objective-C
- Implemented critical fixes in the iOS version of Bose Music, built new UI and greatly expanded the scope of analytics

Paradigm Hyperloop, Boston MA Sep. 2017-Sep. 2018
Routes Team Co-Lead
- Designed a parallelized algorithm for Hyperloop route optimization over arbitrary terrain
- Produced a real-time implementation of the algorithm with C++, using OpenCL
- Managed other team members and collaborated with other subsystem leads on physical and economic constraints of routes
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PROJECTS

Untitled Vehicle Game 2018-Present
- Created a fully-multiplayer game in Unreal Engine 4 with client-side physics prediction and rollback
- Built real-time simulation quality mechanics including a damage model with individual vehicle components

Spud Engine 2 2016-2017
- Architected and wrote a three dimensional game engine incorporating OpenGL, PhysX, OpenAL, and GLFW
- Implemented a physically based rendering pipeline with a roughness-metallic workflow and deferred shading