

Logan Pazol

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COMPUTER KNOWLEDGE

Proficient Languages: C++, C, Typescript, Java, Swift, Python, Solidity, Objective-C, Python and PHP
Frameworks: Qt, Google Test, UIKit, RxSwift, React, Jest, Mocha, JUnit, OpenCL and PhysX
Technologies: PostgreSQL, MySQL, AWS, Azure, Docker, Unreal Engine and Ethereum

WORK EXPERIENCE

AMD, Boxborough MA Dec. 2021 - Present

Senior Software Development Engineer - Developer Tools

- Rearchitecting tool-side driver manipulation to separate concerns, be more testable, and thread-safe
- Authoring UI and driver manipulation for Radeon GPU Detective
- Debugging kernel and user mode graphics drivers to resolve driver defects
- Optimizing slow code paths in Radeon Developer Panel to be 3 to 18 times faster

RECUR, Boston MA May 2021 - Dec. 2021

Software Engineer II - NFT / Blockchain

- Architected a Typescript service to perform a high volume of blockchain operations
- Designed flexible core systems built in AWS Lambda and PostgreSQL to facilitate custom NFT experiences
- Established integration testing frameworks that featured heavy use of database fixtures

Poloniex, Boston MA July 2020 - Dec. 2020

Software Engineer Co-op - Wallets

- Prepared the exchange for the July 2020 GRIN hard fork by integrating the Slatepack protocol
- Listed FUND on the exchange by developing a new service to interact with the Unification blockchain
- Authored automatic on-chain reward claiming and airdropping

TripAdvisor, Boston MA July 2019 - Dec. 2019

Software Engineer Co-op - Experiences Supply

- Built out new React components, new UI flows, fixed UI bugs and wrote tests using Jest
- Created new HTTP endpoints and fixed bugs in several Java microservices
- Improved data integrity through backend and frontend validation as well as 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 Bose Music app, built new UI and greatly expanded the scope of analytics

EDUCATION

Northeastern University, Boston MA 2017-2021

Khoury College of Computer Sciences

Bachelor of Science in Computer Science

Magna Cum Laude 3.96/4.00 GPA

PROJECTS

Untitled Vehicle Game 2018-Present

- Constructing a game in Unreal Engine 5 with custom, real-time client side prediction and rollback networking
- Building real-time simulation quality mechanics such as a realistic vehicle damage model

Paradigm Hyperloop, Boston MA Sep. 2017 - Sep. 2018

Routes Team Co-Lead

- Constructed a parallelized algorithm for Hyperloop route optimization over any terrain using C++ and OpenCL
- Collaborated with other subsystem leads on physical and economic constraints of routes