

# Logan Pazol

508-948-5487 | [loganpazol@icloud.com](mailto:loganpazol@icloud.com) | <https://github.com/BlueSpud> | [www.linkedin.com/in/logan-pazol](https://www.linkedin.com/in/logan-pazol)

## COMPUTER SKILLS

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Proficient Languages: C++, Typescript, Java, Swift, Python, C, Javascript, Solidity, Objective-C and PHP  
Frameworks: React, Node.js, RxSwift, UIKit, Qt, Google Test, RxCpp, Jest, Mocha, JUnit, Vulkan and OpenGL  
Technologies: Git, PostgreSQL, MySQL, AWS, SQS, Azure, Jenkins, Redis, Terraform, Docker and Ethereum

## WORK EXPERIENCE

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**AMD**, Boxborough MA Dec. 2021 - Present

*Senior Software Development Engineer - Developer Tools*

- Developing a C++ tool with Qt that interfaces with the user and kernel mode drivers to profile graphics apps
- Collaborating with driver teams to build new tool features and assist in debugging of graphics drivers
- Engineering a new driver capture library using RxCpp with a focus on testability and thread safety
- Creating unit and integration test suites and developing Jenkins CI pipelines for automated testing
- Designing UI, presenting to stakeholders and iteratively incorporating feedback

**RECUR**, Remote May 2021 - Dec. 2021

*Software Engineer II - NFT / Blockchain*

- Architected a blockchain-agnostic Node.js service in Typescript to mint and transfer a high volume of NFTs
- Implemented AWS Lambdas on top of a PostgreSQL database to manage user NFTs and vend frontend data
- Built integration testing frameworks leveraging a local blockchain and test database
- Assisted team members with blockchain concepts such as transaction confirmation and reorganizations

**Poloniex**, Boston MA July 2020 - Dec. 2020

*Software Engineer Co-op - Wallets*

- Integrated the Slatepack protocol in a Java service to prepare the exchange for the July 2020 GRIN hard fork
- Listed FUND on the exchange by developing a new microservice 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*

- Improved data integrity in a MySQL database by improving backend validation and adding automatic cleanup
- Built new React components, new UI flows, fixed UI bugs and wrote tests using Jest
- Implemented new REST endpoints and fixed bugs in Java microservices

**Bose Corporation**, Framingham MA May 2018 - Aug. 2018

*iOS Applications Development Intern*

- Built and unit-tested an internal tool in Objective-C incorporating AppKit
- Developed new UI and implemented critical fixes in a UIKit Swift app using MVVM

## EDUCATION

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**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

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**Hull Down**, *Realistic multiplayer armored vehicle combat game* 2018 - Present

- Constructing a multiplayer game in Unreal Engine 5 with custom real-time client prediction and rollback
- Building realistic, high-quality mechanics such as a detailed 3D vehicle damage model and fire control system

**Paradigm Hyperloop**, *GPU accelerated route optimizer* Sep. 2017 - Sep. 2018

- Built an evolutionary algorithm in C++ with OpenCL to optimize Hyperloop routes over arbitrary terrain
- Collaborated with other subsystem leads on physical and economic constraints of routes