

# Logan Pazol

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<http://www.loganpazol.com> | <https://github.com/BlueSpud> | <http://www.linkedin.com/in/logan-pazol>  
Available June 2020 - Dec. 2020

## EDUCATION

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**Northeastern University**, Boston MA 2017-Present  
*Khoury College of Computer Sciences*  
Candidate for a Bachelor of Science in Computer Science Expected 2021

Related Courses: Networks and Distributed Systems, Object Oriented Design, Algorithms and Data, Database Design, Computer Systems, Logic and Computation, and Discrete Structures

Activities: Paradigm Hyperloop, and Intramural Ultimate Frisbee

Awards: 3.97/4.00 GPA, Dean's List, Dean's Scholarship, Apple WWDC 2015 Scholarship, and Xerox Award for Innovation and Information Technology

## COMPUTER KNOWLEDGE

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Languages: Swift, Java, C++, Javascript, Objective-C, C, and Python  
Frameworks: UIKit, RxSwift, React, Jest, OpenGL, GLSL, OpenCL, GLFW, PhysX, OpenAL, and SDL2  
Systems: macOS, Linux, and Windows  
Software: Blender, Unreal Engine 4, Substance Painter, Docker, Affinity Designer, Photoshop

## PROJECTS

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**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

**iTeachYou** 2014-2015

- Built a database using Parse, facilitating the creation and grading of assignments by teachers and submission by students, including file uploads on Dropbox
- Developed an iOS application to create, submit and grade assignments in the database as well as upload files

## WORK EXPERIENCE

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**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, cleanup tasks and one-off SQL fixes
- Planned and implemented large scale, full-stack features

**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
- Completed tickets for new UI, revision of old UI, and implementation of critical fixes in the iOS version of Bose Music
- Extended scope of analytics to track more screens and events with accompanying metadata inside of the iOS version of Bose Music

**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