Azlen Elza

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SUMMARY

I am a young programmer with 9+ years of personal experience in web development, currently working in the field of machine learning and AI. I am interested in the future of human-computer interaction and creating artificial intelligence algorithms that do not replace humans but become a tool for human-computer collaboration.

INTERESTS

Artificial Intelligence	Robotics	Virtual Reality	Typography
Cognitive Science	Linguistics	Logic	Game Design

EDUCATION

Emily Carr University of Art and Design   Sep. 2018 - 2022
Bachelor of New Media Arts
- Built musical instrument using facial recognition to play sound based on your facial expression using Python and Max MSP
- Introduced to new methods of creativity and thinking through design problems

WORK EXPERIENCE

Research Assistant   Feb. 2018 - Present
Emily Carr University of Art and Design
- Training variety of neural networks (GAN, VAE, RNN, etc.) on images, audio, and text
- Plotting NOAA sea surface temperature data for Queens museum exhibition
- Smaller projects involving computer vision, virtual reality, laser cutting, and rPI

CURRENT PROJECTS

Neural Network 3D Object Construction   Dec. 2018 - Present
Tools: Python, Tensorflow, Unity
- Working on projecting Pix2Pix output using depth prediction onto 3D space from multiple viewpoints to construct voxel representations of objects

Mobile App for learning Chinese Characters   Dec. 2018 - Present
Tools: Javascript, Vue, Node, Phonegap, Figma
- Cross-platform app developed in Phonegap for learning to read and write chinese characters (hanzi), with each character building off of previously learned characters

AI Business Card Designer   Aug. 2018 - Present
Tools: Python, Tensorflow, Javascript
- Experiments in AI and generative design to teach computer aesthetic principles

PAST PROJECTS

Facial Recognition Musical Instrument   Nov. 2018
Plays sound based off facial landmark detection using Python and MaxMSP.

Pattern Generator   Feb. 2018
Using series of mirroring and rotational transformations, creates large patterns from 2x2 pixel blocks.

Embol   Dec. 2017
Video game about social anxiety built for 48 hour game programming competition.

Interactive Comic Editor   Sep. 2017
Tool for creating interactive and responsive SVG webcomics.

Perceptual Shift Ambigram Font (1,200+ glyphs)   Mar. 2016
Font which combines two words into a single word that can be read as either (e.g. ᴛʀᴜᴇ, True+False).

Video Game Sprite Generator   Dec. 2015
Tool to create template and color scheme from which to generate pixelart sprite variations.

Collaborative Text Adventure   Jan. 2014
Players can add new paths to collaboratively write a choose-your-own-path text adventure.

Ghoti (pronounced "fish")   Apr. 2013
Tool that messes up the spelling of a word without changing the (theoretical) phonetic pronunciation.