

Johann Wentzel

HCI Researcher, Mobile/Web Developer, VR/AR Enthusiast

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Experience

University of Waterloo

Sept 2018 - Present

Graduate Researcher and Teaching Assistant

Waterloo, ON

- Conducting research into virtual reality UI accessibility, supervised by Dr. Daniel Vogel.
- Instructional apprentice and teaching assistant for CS 105 – Intro to Computer Programming.

Deloitte

Aug 2017 – Aug 2018

Business Technology Analyst (Front-End Developer)

Calgary, AB

- Created an iOS app for navigation and SAP Cloud interaction, including OCR reading and a custom keyboard.
- Created an augmented reality eCommerce demo for industry clients using Unity and Node.js.
- Created a loan application web-app for a client using Angular 4 and Salesforce.

Critical Mass

May 2016 – Aug 2016

User Experience Design Intern

Calgary, AB

- Created interactive design prototypes for user testing, using code-based animation tools (*Framer.js*, *Principle*).
- Created and annotated user flows and wireframes for websites and software. (*Sketch*, *OmniGraffle*).
- Researched, prototyped, and internally implemented an online music game (*Bootstrap/NodeJS*).

Education

University of Waterloo

Sept 2018 - June 2019 (Expected)

Master of Mathematics – Computer Science

Waterloo, ON

- **Awards:** David R. Cheriton Graduate Scholarship (\$10,000 – academic merit), Domestic Masters Entrance Award (\$5,000 – academic merit).

University of Calgary

Sept 2011 – Jun 2017

Bachelor of Science – Computer Science (First Class Honors)

Calgary, AB

Bachelor of Commerce – Business Technology Management

GPA: 3.85 / 4.0

- Computer science coursework concentrating in Human-Computer Interactions.
- **Awards:** Haskayne School of Business Silver Medallion (highest GPA in major), Dean's List, P.U.R.E Undergraduate Research Award, Computer Science Undergrad Society Hackathon 2015 Finalist.

Projects

How Long Until Super Smash Bros. Ultimate?

Released June 2018

- A single-purpose Heroku site counting down to the release date of the video game *Super Smash Bros. Ultimate*.
- Traffic of up to 2,000 users per week, featured on various video game forums (via Google Analytics).

Tang (Social Networking App)

Released July 2016

- An image-based social networking app to see current events in various locations.
- Finalist in JMH & Co. Pitch Competition, participant in Founders Space San Francisco.
- Assisted in the development of both the iOS application and the application's website.

Shared Presence (Undergraduate Honors Thesis)

Published October 2015

- Developed an augmented reality interface between Google Glass, Kinect, and a Baxter humanoid robot.
- Published findings in a scientific journal as first author, winning a Calgary Undergraduate Research Award.
- **Publication:** "Shared Presence and Collaboration Using a Co-located Humanoid Robot". (ACM HAI 2015)

Skills

Programming languages: Swift, Objective-C, Java, HTML, CSS, Javascript, XML, C/C++/C#, Python, SQL.

Frameworks/tools: Xcode, Android Studio, Bootstrap, React, Angular 4, d3.js, jQuery, Wordpress, NodeJS, Git.

Tools: Sketch, Framer.js, Principle, Balsamiq Mockups, Adobe Creative Cloud.

Misc./Hobbies: Computer building, custom Android ROMs, VR game development (Unity), VR/AR interfaces (Leap Motion, etc.)