

# Alexandros Lotsos

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## TECHNICAL SKILLS

**Programming Languages:**

JavaScript, C#

**Full-Stack Development:**

HTML, (S)CSS, Vue, Node.js, MongoDB, Express

**Creative Frameworks:**

A-frame, 8th Wall, Unity3D, ARCore, Processing, Arduino

**Other:**

11ty, Git (GitHub), Google Analytics, Figma, Adobe XD

## EDUCATION

**New York University, Tandon School of Engineering,**

May 2018

Master of Science in Integrated Digital Media

**Boston University, College of Arts and Sciences,**

May 2016

Bachelor of Arts in Mathematics and Philosophy, Minor in Computer Science

## RELEVANT EXPERIENCE

**Web Developer | Freelance**

May 2019 - Present

- Design and develop custom online portfolios and business websites using modern front-end technologies (11ty and Netlify) to help clients achieve their business goals and connect with their target audience.
- Collaborate with clients using Figma to create effective web designs through iterative, user-centered design methods.
- Provide weekly analytics reports of deployed websites via Google Analytics to help inform ongoing site revisions and guarantee a good user experience.

**Co-Founder, Lead Developer | Unseen Media, New York, NY**

Aug 2018 - Present

- Develop AR-enabled tabletop gaming experiences using full-stack and web XR technologies.
- Followed the LEAN Startup methodology to create a customer-driven business model based on quantitative market research, customer discovery interviews, and iterative design.
- Raised over \$150k in seed funding through investment, grants, and prizes for our product launch goal.
- Selected as one of 10 companies to participate in the 2019 NYC Media Lab XR Startup Bootcamp and the RLab Beta Residency program.
- Featured in NYVR Expo, Augmented World Expo (AWE), and pitched in Exploring Future Realities conference.

## ADDITIONAL EXPERIENCE

**Adjunct Professor: Creative Coding | NYU Tandon, New York NY**

Jan 2019 - Jul 2019

- Taught undergraduate classes in Creative Coding and Game Development where students produced their own creative content using Processing and the Unity3D game engine.
- Prepared and delivered original syllabi, instructional material, and programming examples to 30 students.
- Organized extra-curricular workshops to introduce technologies such as Git, Arduino, and web hosting.

**Graduate Assistant: Front-End Web | NYU Tandon, New York, NY**

May 2017 - May 2018

- Assisted students with the acquisition of front-end web programming skills (HTML/CSS/JS).
- Managed office hours, providing supplemental teaching in JavaScript programming to groups of students.
- Monitored class Slack channels, student homework submissions, and gave feedback on assignments.

**Mathematics Peer Tutor | BU Educational Resource Center, Boston, MA**

Feb 2014 - May 2016

- Provided weekly tutoring in single-variable calculus, multivariable calculus, and linear algebra.
- Worked with groups of 1 to 3 students.
- Developed strong interpersonal and leadership skills.