

Alexandros Lotsos

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TECHNICAL SKILLS

Programming Languages:

JavaScript, C#, Python

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 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.
- Selected as one of 10 companies to participate in the 2019 NYC Media Lab XR Startup Bootcamp and the RLab Beta Residency program.

Curriculum Developer & Instructor: RLab XR Bootcamp | Rlab, New York, NY

Aug 2020 - Jan 2021

- Developed an original syllabus covering linear algebra, Unity development, and augmented reality development as part of the RLab XR Bootcamp.
- Collaborated with instructional designers from Emeritus and followed the backwards design process to plan, produce, and film educational material that will be presented in an online learning environment.
- Created assignments and group activities to be used as assessment tools for the defined learning objectives of the course.

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.