

# ALEXANDER WAZ

## PROFILE

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## EDUCATION

**University of California, Los Angeles**  
*Computer Science, B.S. 2014 - present*  
**Computer Science Courses Taken**  
**CS 1** Computer Science Applications  
**CS 31** Introduction to Computer Science I  
**CS 32** Introduction to Computer Science II  
**CS 33** Introduction to Computer Organization  
**CS 35L** Software Construction Laboratory

## EXPERIENCE

### **UCLA Unmanned Aerial Systems**

*2014 - present*

On this team, we are striving towards building an autonomous plane, capable of flying to waypoints, as well as visually recognizing and interpreting targets on the ground. I am a part of the AI team, where we are implementing the code for recognition and flight pathing. I work on the visual recognition of the plane, using mainly Python and the OpenCV module for image processing.

### **UCLA Design | Media Arts Lab**

*2014 - present*

The DMA lab is the computer lab the Design | Media Arts department uses for class, as well as the majority of students use for project creation. In the lab I work mostly as a consultant for the students. I help with various logistical duties, as well as fabricating large-scale prints and aiding with technical difficulties. Recently, I also began more technological work: computer imaging, shell scripting, and server maintenance.

### **Team Green, Rieber Hall**

*2014 - present*

In Team Green, we advocate sustainable practices and find creative ways to reduce our environmental impact as a residential community. I joined because I am interested in renewable energy, and our recycling practices (especially in regards to technology). In December 2014, I received the Resident of the Month award for my dedication to and advocacy for sustainability.

## SKILLS

<b>C / C++</b>	<b>PHP</b>	<b>HTML</b>	<b>CSS</b>
Python	Git	Bash	Javascript
Unity	Photoshop	Illustrator	InDesign