LOGAN WILLIAMS

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Currently, I am a Design Technologist at Stamen Design, leading individual and team projects for small and large clients. Previously, I built experimental media tools in the BuzzFeed Open Lab and worked on computational photography projects at Apple. I have particular interest in work that helps people connect meaningfully with the environment and civic organizations connect meaningfully with those they serve through narrative, spatial, and interactive data representation.

EDUCATION

Recurse Center — New York, NY **January 2018 to March 2018**
Participant in the Recurse Center, a "self-directed, community-driven educational retreat for programmers." Focusing on creating interactive media art, exploring geographical data, and contributing to open source projects.

Massachusetts Institute of Technology (MIT) — Cambridge, MA **September 2009 to June 2014**
M.Eng. in Electrical Engineering and Computer Science, June 2014. Cumulative GPA **5.0/5.0**.
Thesis: *Design and implementation of a fiber optic doppler optical coherence microscopy system for cochlear imaging*
B.S. in Electrical Engineering and Physics, June 2013. Cumulative GPA **4.9/5.0**.

EMPLOYMENT & RESEARCH

Design technologist, Stamen Design — San Francisco, CA **June 2018 to Present**
Creative coder and data-driven design explorer at a small studio. At any given time, working on 3-5 projects as sole developer or leading small team, collaborating with visual designers on exploratory design work, and managing client relations and expectations. Delivered creative solutions for large companies, including HERE and Google, small organizations, such as MPG Ranch and Art Processors, and academic institutions.

Research fellow, BuzzFeed Open Lab — San Francisco, CA **October 2016 to October 2017**
Fellow in residence within the Open Lab, a space for research in technology, journalism, and art. Created a prototype web application for turning snapshots into stories, driven by the user's interaction with a conversational user interface. Built tools for alternative photographic visualization and psycho-geo-spatial data analysis.

Image scientist, Camera Systems Engineering, Apple, Inc. — Cupertino, CA **December 2014 to May 2016**
Camera hardware intern, Camera Systems Engineering, Apple, Inc. — Cupertino, CA **June 2013 to August 2013**
Primary developer of a novel computational photography feature, including prototype hardware and iOS development. Collaborated with a multi-disciplinary team on the development, manufacture, and test of precision CV hardware.

Graduate research assistant, Micromechanics Laboratory, RLE, MIT — Cambridge, MA **October 2012 to June 2014**
Designed, built, and tested a fiber optic apparatus capable of imaging motion within biological tissue on the scale of a single hydrogen atom. Performed optical, mechanical, electrical, and software development; responsible for project budgeting and management. Collaborated with researchers across disciplines to define specifications and goals.

Teaching assistant, Introduction to EECS (6.01), MIT — Cambridge, MA **September 2012 to June 2013**
Part of a team of faculty and students responsible for teaching and improving an innovative hands-on curriculum for providing a holistic introduction to foundational concepts in electrical engineering and computer science.

Electrical engineering intern, MC10, Inc. — Cambridge, MA **May 2012 to August 2012**
Responsible for designing and prototyping a low power body-area-network communication device.

Electrical engineer, Protei Project, V2_ Institute for the Unstable Media — Rotterdam, NL **May 2011 to August 2011**
Worked with a diverse team of artists and engineers to create a robotic sailboat for oil spill cleanup.

Research assistant, Tangible Media Group, MIT Media Lab — Cambridge, MA. **Oct. 2009 to August 2010**
Prototyped a 3D tangible communication device for children. Developed a 3D geospatial browsing interface.

SKILLS

- Software development for web, desktop and mobile in JavaScript/React/ES6, Python, C++/OpenFrameworks, and Go
- Data visualization and web cartography with D3.js, Leaflet, Mapbox, OpenStreetMaps, and vanilla JavaScript
- Backend web development with Go, Python/Flask, PostgreSQL, Meteor (Node/MongoDB), and Docker
- Data analysis, machine learning, and computer vision in Python, PyTorch, TensorFlow, OpenCV, and Julia
- Embedded microcontroller programming with Atmel C, Arduino, and PIC assembly.
- Circuit design and prototyping, including FPGAs, microcontrollers, analog electronics, PCB layout and soldering
- Mechanical prototyping experience, including design in SolidWorks and fabrication with metalwork and 3D printing