

Education

- **University of Waterloo** *April 2018*
Bachelor of Computer Science, Honours
 - Relevant courses: User Interfaces, Computer Networks, Intro to Computer Graphics, Computer Security & Privacy, Intro to Artificial Intelligence, Neural Networks

Work Experience

- **Full-Stack Web Developer, Chalk.com** *Jan-Apr 2017, Sep-Dec 2017*
Ruby on Rails, React, Coffeescript, Sass
 - Led the implementation of a new feature facilitating online communication between teachers, parents, and students; this included integration of new feature across several distinct pages, which required close collaboration with the UX team
 - Worked with a medium-sized code base with Ruby on Rails and React
 - Assisted in selecting and interviewing internship candidates
- **Full-Stack Web Developer, Hubnest, Inc.** *May-Aug 2015, Jan-Apr 2016*
PHP, Javascript, MySQL, HTML, CSS
 - Wrote dynamic, responsive, & cross-platform web pages
 - Built several content management systems for clients to meet their business needs
 - In-depth familiarity with custom Wordpress theme development
 - Made design decisions for relational databases

Projects

- **3D Procedurally Generated Nature Environment¹**
Combined techniques of procedural generation (e.g. Perlin Noise, Lindenmeyer systems) with principles of computer graphics to create an immersive, organic 3D environment with first-person camera controls implemented in C++ with OpenGL
- **Oscillate f(x)**
Worked on a team to develop an educational augmented reality tool that generates interactive models of 2D and 3D mathematical functions which the user can "grab" and rotate with their hands

Other Experience

- **Graphic Design²**
 - Experienced with principles of graphic design such as typography, hierarchy, and layout
 - 8 years experience with Photoshop, 5 years with Illustrator

¹<https://lozog.github.io/2016-12-14-3d-nature-environment/>

² <https://lozog.github.io/design/>