Liam Ozog

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Education

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

Work Experience

- **Chalk** — Kitchener, ON
  Full-Stack Web Developer — *Jan-Apr 2017, Sep-Dec 2017*
  - Led a project to implement a feature facilitating online communication between teachers, parents, and students
  - Made design decisions (both code- and UX-related) when building components
  - Experience working with a medium-sized code base with Ruby on Rails and React
  - Reviewed & tested coworkers' code before deployment

- **Hubnest, Inc** — Toronto, ON
  Full-Stack Web Developer — *May-Aug 2015, Jan-Apr 2016*
  - Wrote responsive & cross-platform web pages with HTML & CSS
  - Implemented dynamic web apps in JavaScript using AJAX with PHP back-end
  - In-depth familiarity with custom Wordpress themes
  - Made decisions regarding data structure in MySQL databases

Projects

- **3D Procedurally Generated Nature Environment**
  Combined principles of procedural generation (e.g. Perlin Noise, Lindenmeyer systems) with techniques of computer graphics to create an immersive, organic 3D environment with first-person camera controls implemented in C++ with OpenGL

- **Oscillate f(x)**
  Built at MHacks V; worked on a team to develop an educational augmented reality tool that generates interactive models of mathematical functions (in 2D or 3D) that lets the user control the view with their hands

Other Experience

- **Interface Design**
  - Integrate design with principles of human-computer interaction

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