# Liam Ozog

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## 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

- **Chalk.com**, *Full-Stack Web Developer* *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

- **Hubnest, Inc.**, *Full-Stack Web Developer* *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 Environment**[1]
  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 Design**[2]
  - Experienced with principles of graphic design such as typography, hierarchy, and layout
  - 8 years experience with Photoshop, 5 years with Illustrator

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[1] https://lozog.github.io/2016-12-14-3d-nature-environment/
[2] https://lozog.github.io/design/