Liam Ozog

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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

Education

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

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