Sari Pagurek van Mossel

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EDUCATION

- Queen's University Bachelors of Computing Honours with Minor in Film and Media (Expected Graduation 04/25)
  - Achieved Faculty of Arts and Sciences Dean's Honours List (2021 - 2022)

EXPERIENCE

Software Developer May 2023 - Continuing
Queen's University Visual Cognition Lab (with Professor Monica Castelhano)

- Working alongside psychology graduate students and professors, developing research and data analysis software for cognition and perception studies. View lab research here
- Creating and maintaining Virtual Reality simulations using Unity and C# to collect and calculate fixation and saccadic movement data for eye tracking research
- Designing and developing analysis software in Python using techniques including Hidden Markov Modelling, Switch-Point Analysis, and data processing with other Machine Learning libraries and open-source computer vision software
- Implementing analysis and calculation techniques from active research papers by collaborating professors

Web Designer May 2023 - Continuing
Queen's University Computing Students Association (COMPSA)

- Collaborating with designers, developers and technology directors to create user friendly websites through an iterative design process
- Redesigning the COMPSA website using Figma and prototyping tools to better direct user traffic, maintain design style consistency, and strengthen brand identity

Development Team Lead & Web Designer January - April 2023
Canadian Youth for Youth Empowerment

- Managed and collaborated with a team of five developers and UX designers to create a mental health based online platform using React.js
- Lead my team through technical issues to ensure a clear communication of ideas

UX Design Intern May 2022 - August 2023
Goodself Co.

- Held a lead responsibility in creating and updating app UI design features, prototypes, and user flows in Figma. View work samples here
- Spearheaded the design creation of 3 major app features, collaborating and communicating effectively with both product and development teams
- Efficiently conducted quality assurance testing using code pull requests from Github using Bash Shell Scripting, Visual Studio Code, and Xcode Simulator
- Strategized and created static and motion graphic content for marketing using After Effects, Premiere Pro, Illustrator, Photoshop, and Canva

Web Developer April 2022 - Continuing
Queen's Women in Computing (QWIC) at Queen's University

- Creating and implementing new features to the QWIC website using HTML, CSS and JavaScript; updating previously existing pages to be mobile friendly

Head of Portfolio Photography April 2022 - March 2023
Vogue Charity Fashion Show (VCFS) at Queen's University

- Directed and organised the photography crew through shoots and editing

Layout Designer January - June 2022
QUILT Undergraduate Literary Publication at Queen's University

- Formulated and collaborated on magazine layouts, covers, and illustrations using the Adobe Creative Suite. View latest publication here

PROJECTS

Heatmap Display Video for Eye Tracking Data: View Here Professional Project, 2023

- Implemented Open Computer Vision and other Python libraries to create a program which calculates frame by frame coordinates and generates a heatmap visualisation from given eye movement fixation and saccade data

Predicate Logic Calculator: View Here Personal Project, 2022

- Developed a recursive Python algorithm to parse and evaluate a given predicate logic expression and return a completed truth table
- Interfaced the Python code with React.js using brython (a JavaScript based Python interpreter)

Generative 3D Shapes: View Here Personal Project, 2020

- Gained a working knowledge of the JavaScript graphics library p5.js
- Created an OBJ exporter to enable 3D printing by collecting vertices of cubes

SKILLS

Languages and Frameworks: HTML, CSS, Python, JavaScript, Java, Linux Bash Shell Scripting, C, C#, React.js, Processing

Software and Tools: Figma, Adobe Creative Suite, XCode, Github, LaTex, Unity

AWARDS

Creative Computing Showcase at Queen's University Best Art Project (2023)

HackHer (Queen's University Hackathon) First Place Category Winner in Food Insecurity & Social Good (2023)

Queen's University Principal's Scholarship for Academic Excellence (2021)

OCDSB Silver Medal given to averages of 90+ (2019-2021)

Ontario Scholar Award (2021)

Lisgar Collegiate Institute Michael Rust-Smith Memorial Award for Excellence in Arts and Science (2021)

Lisgar Collegiate Institute Award for Excellence in Visual Art (2021)