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
Queen's University Visual Cognition Lab (with Professor Monica Castelhano)
May 2023 - Continuing
- 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
- Applying linear algebra concepts to transform 3D coordinate spaces and measure angles
- 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
Queen's University Computing Students Association (COMPSA)
May 2023 - Continuing
- 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
Canadian Youth for Youth Empowerment
January - April 2023
- 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
Goodself Co.
May 2022 - August 2023
- 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
Queen's Women in Computing (QWIC) at Queen's University
April 2022 - Continuing
- 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
Vogue Charity Fashion Show (VCFS) at Queen's University
April 2022 - March 2023
- Directed and organised the photography crew through shoots and editing

Layout Designer
QUILT Undergraduate Literary Publication at Queen's University
January - June 2022
- 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 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, Cinema4D

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)