

Tiara Imani Logan

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EDUCATION

Syracuse University, College of Engineering and Computer Science, 2021

Major: Computer Science, B.S.

Minor: Animation

SKILLS

Technical: Agile Project Management

Languages: Java, HTML5, CSS, Swift, C#, SQL, C++, OpenGL API, True Basic

Applications: XCode, DrJava, BlueJ, Maya, Photoshop, Unity, Ubuntu, SQL Server Management Studio

Frameworks: Angular, Next.js

WORK EXPERIENCE

Frontend Developer, Avanade

Jun 2021 – Feb 2023

- Worked with a Research & Development team at a large chemical manufacturer to assist in the build of a global “Safety Workflow System”. Built a dashboard that will surface all information needed in a way that is easy to consume. Utilized HTML, CSS, TypeScript, and Aurelia framework in Visual Studio while working closely with UX/UI team
- Created presentations for stakeholders and contributed to PMO activities through diligent note-taking in daily meetings, implementing agile methodology for business data migration in the insurance industry

PROJECTS

Info Bytes

Feb 2020 - Present

- Designed and developed a user-friendly application that allows users to quickly determine if packaged food items meet their dietary requirements by scanning the item's barcode while shopping
- Connects seamlessly to the FoodData Central API and extracts detailed information about the product from its Universal Product Code (UPC)
- Recognized with the Best Inclusive Hack award at CuseHacks Hackathon 2020

Gentle Medic

- Worked with mentor to create IOS software application. Used API to pull information from government database. Connected information to user and user information to Firebase Database. Built email login system. Set up UI for various inputs. Set up commenting process for users
- Focus on maintaining good standing with HIPPA

States MD Urgent Care Center Database

Dec 2020

- Created a database using SQL to hold sensitive information for care centers in America. Facilities held data for patients, physicians, staff, and technology available. Designed system using third normal form

A Journey Home

May 2021

- Built an adventure 3D video game from idea to final product. Designed some objects in MAYA. Includes a health system, key items and enemies. Coded functionality in Visual Studio with C#. Made use of available packages to include additional 3D elements

Me and Mine, IOS Maternity Application

March 2020

- Partnered with a team to create an IOS application with XCode. Used agile development process. Modeled as scrum master for first sprint. Managed software interface and navigation
- Designed view controllers to set up functionality for a variety of storyboards

RESEARCH EXPERIENCE

Louis Stokes Alliance for Minority Participant Undergraduate Research

Oct 2019

- Developed *A.I.: Animated Intelligence* using artificial intelligence to code neural networks with Python to develop a software that will take two images and create a given number of intermediate images. Focused on convolutional neural networks and *OpenCV*
- Presented at the *Louis Stokes Midwest Regional Center of Excellence 2019 Annual Conference*
- Presented at the *Upstate Louis Stokes Alliance for Minority Participation Conference, featuring the GEM GRAD Lab* in the October of 2019

Louis Stokes Alliance for Minority Participant Undergraduate Research

Aug 2020

- Utilized new understanding of current neural network pyramidal cell layout to develop new construction of other prominent cells in a brain which lie within cerebral cortex. Implemented various mathematical equations for use of running data to simulate consciousness
- Presented at the *SUNY Upstate Medical University Research Symposium* in the August of 2020