

# EZEKIEL D'ASCOLI

SOFTWARE ENGINEER

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## EDUCATION

### Northeastern University 2018–2023

Khoury College – *Magna Cum Laude, Dean's List*

BS in Computer Science – *Human Centered Computing*  
Theatre, Interaction Design minors

## PROJECTS

### Terrarium

- 1st Place for *Best Use of the Looking Glass*, Top 10 Overall Finalist @ MIT RealityHack 2022
- Physicalized emotions into a landscape for holographic display
- Unity, OpenCV, C#, python, HLSL
- Recently exhibited the project at AWE 2023

### OpenChial

- Renders a triangulated .obj file as a Chia pet!
- Model parsing and rendering engine from scratch
- Implemented paint brush interface to decorate models with animated grass using deferred rendering
- OpenGL, C++, GLSL, SDL2

### Coveytown Battlegrounds

- Programmed a turn-based 2D networked game engine for a large-scale open-source social media platform
- Led project development, set deadlines and reqs.
- TypeScript, React, PhaserJS, HTML5 Canvas API

### BeatBoxer

- A personal clone of a popular VR music-based game
- Feature parity-complete, this time Rocky style!
- Unity, C#, HLSL, OpenXR, Oculus Toolkit

### Instagratt

- Tactical-media art installation investigating the impact social media can have on emotional vulnerability
- Visual clone of popular infinite-timeline social media
- Svelte, JS

*More on my website*

## HOBBIES

Acting, Rock-Climbing, Parkour, Taekwondo, Painting, Sketching, Shader programming, Hacking, Game Jams, Valorant

## WORK

### Northeastern University

Theatrical Data Science Research Assistant

*April 2023 – Present*

- Investigating the ability of theater performance to enhance data accessibility
- Acting, analysis, and conclusions are currently ongoing...

### Verve Motion

Software Engineering Co-Op

*July – December 2023*

- Independently built React app for running manufacturing tests on remote exosuits
- Prototyped 3D Visualization technology for realtime exosuit lift data rendering
- Programmed a go-lang PDF renderer to generate reports via AWS Lambdas
- Designed customer lift report interfaces for digital and print

### Places For Less

Software Engineering Co-Op

*January – August 2021*

- Engineered an address-based apartment search engine within Laravel/Vue framework
- Homebrewed analytic tools for optimizing automatic advertisement success
- Integrated backend with Salesforce, Twillio, and Zapier to automate sales-team workflow
- Improved user search-page load-time by ~71%

### Smartleaf Inc.

Software Developer Co-Op

*December 2019 – August 2020*

- Utilized React, Redux, and plotly API to build a developer tools suite
- Tracked, fixed, & automated testing of major application breaking bugs
- Built large client-facing securities report using Ruby/Rails, Oracle SQL
- Conducted technical interviews and onboarded my proceeding co-ops
- Operated as Release Master for 1 month & deployed 4 production releases