EZEKIEL D'ASCOLI

SOFTWARE ENGINEER

zeke-d.github.io linkedin.com/in/ezekiel-dascoli-2023

EDUCATION

Northeastern University 2018-2023

Khoury College – Magna Cum Laude, Dean's List BS in Computer Science – Human Centered Computing Theatre, Interaction Design minors

WORK

Smartleaf Inc.

Software Developer *January 2024 – Present*

Northeastern University Department of Theatre

Projections Designer
September 2023 – November 2023

Northeastern University

Theatrical Data Science Research Assistant April 2023 – December 2023

Verve Motion

Software Engineering Co-Op July 2022 – December 2022

Places For Less

Software Engineering Co-Op January 2021 – August 2021

Smartleaf Inc.

Software Developer Co-Op December 2019 – August 2020

PROJECTS

Terrariam

- 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
- Exhibited the project at AWE 2023

Condor

- Co-op Travel Planning application design
- Produced prototypes of varying fidelity (paper to code)
- Critically analyzed and iterated the design through a variety of Human Centered Interaction frameworks

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 regs.
- 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

Instagrat

- 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