Logan Labossiere *Computer Science - Artificial Intelligence*

⚓ Website   ○ Github

✉ loganlabossiere@gmail.com   in LinkedIn

Education

McGill University,   09/2021 – present
Bachelor of Science / Major Computer Science - Artificial Intelligence   Montréal, Canada
GPA: 3.58/4
- VP Internal: SSMU Powerlifting Club
- Member: McGill Club Volleyball Team, McGill AI Society, Compete McGill
- Courses: Applied Machine Learning, Artificial Intelligence, Database Systems, Intro to Data Science, Algorithm Design, Intro to C++, Calculus III, ODEs for Engineers
- Suncor Emerging Leaders in Engineering Award

University of Victoria   09/2020 – 08/2021
GPA: 8.26/9   Victoria, Canada
- First Year Representative: UVIC Engineering Students' Society
- Indigenous Engineering and Computer Science Entrance Scholarship
- University of Victoria Entrance Scholarship

Projects

Tabulator   09/2023
- Created a chrome extension allowing users to group tabs by URL and reduce clutter with a one-button interface
- Published ⧉ on the Chrome Web Store.

ARoom, *McHacks 2022*   01/2022
- Built a full stack web application allowing users to create and join chat rooms based on user geolocation in a team of four for the McHacks 9 hackathon.
- I implemented the interactive map with Svelte and Leaflet.js, and coordinated the project's version control through GitHub.
- Recipient of "Huawei Custom Challenge: Best Pandemic Life-Related Hack".

Experience

HighTechU, *Ambassador and Mentor*   06/2019 – 08/2021
- Assisted in teaching Git, HTML/CSS, JavaScript, and Agile design methodology to a   Victoria, Canada
group of 16 high school students, and guided and mentored a team of four as they built a full stack web application to apply their knowledge.
- Consulted monthly with executives to develop new programs, improve outreach, and plan events.

Skills

Math (Probability, Calculus 1-3, Data Structures, Algorithms, Artificial Intelligence),
Object Oriented Programming (Java, C++, Python), **Data Science** (Jupyter, Bash, AWS, APIs, Bokeh),
Machine Learning (Python, NumPy, Pandas, Pytorch, Scikit-learn),
Database Systems (SQL, PostgreSQL, Db2, Hadoop, Neo4j, Cypher),
Game Development (C, OpenGL, Assembly), **Functional Programming** (Python, OCaml),
Version Control Systems (Git, GitHub, GitLab),
Web Development (HTML, CSS, JavaScript, Node.js, Express.js, Socket.io)