

## **Azlen Elza**

Cellphone 778-683-6059  
Location Vancouver, BC, V5Z-3Z8  
Email [contact@azlen.me](mailto:contact@azlen.me)  
Website <https://azlen.me>

### **SUMMARY**

I am a young programmer with 9+ years of personal experience in web development, currently working in the field of machine learning and AI. I am interested in the future of human-computer interaction and creating artificial intelligence algorithms that do not replace humans but become a tool for human-computer collaboration.

### **INTERESTS**

Artificial Intelligence	Robotics	Virtual Reality	Typography
Cognitive Science	Linguistics	Logic	Game Design

### **WORK EXPERIENCE**

**Research Assistant** Feb. 2018 - Present

*Emily Carr University of Art and Design*

- Training variety of neural networks (GAN, VAE, RNN, etc.) on images, audio, and text
- Plotting NOAA sea surface temperature data for exhibition at Queens Museum, NY
- Smaller projects involving computer vision, virtual reality, laser cutting, and rPI

### **EDUCATION**

**Emily Carr University of Art and Design** Sep. 2018 - 2022

*Bachelor of New Media Arts*

- Introduced to new methods of creativity and thinking through design problems
- Practicing academic writing and research using academic databases and papers
- Built musical instrument using facial recognition to play sound based on your facial expression using Python and Max MSP

## CURRENT PROJECTS

### Neural Network 3D Object Construction

Dec. 2018 - Present

*Tools: Python, Tensorflow, Unity*

- Working on projecting Pix2Pix output using depth prediction onto 3D space from multiple viewpoints to construct voxel representations of objects

### Mobile App for learning Chinese Characters

Dec. 2018 - Present

*Tools: Javascript, Vue, Node, Phonegap, Figma*

- Cross-platform app developed in Phonegap for learning to read and write chinese characters (hanzi), with each character building off of previously learned characters

### AI Business Card Designer

Aug. 2018 - Present

*Tools: Python, Tensorflow, Javascript*

- Experiments in AI and generative design to teach the computer aesthetic principles

## PAST PROJECTS

### Facial Recognition Musical Instrument

Nov. 2018

*Plays sound based off facial landmark detection using Python and MaxMSP*

### Pattern Generator

Feb. 2018

*Using series of mirroring and rotational transformations, creates large patterns from 2x2 pixel blocks*

### Embol

Dec. 2017

*Video game about social anxiety built for 48 hour game programming competition*

### Interactive Comic Editor

Sep. 2017

*Tool for creating interactive and responsive SVG webcomics*

### Perceptual Shift Ambigram Font (1,200+ glyphs)

Mar. 2016

*Font which combines two words into a single word that can be read as either*

### Video Game Sprite Generator

Dec. 2015

*Tool to create template and color scheme from which to generate pixelart sprite variations*

### Collaborative Text Adventure

Jan. 2014

*Players can add new paths to collaboratively write a choose-your-own-path text adventure*

### Ghoti (pronounced “fish”)

Apr. 2013

*Tool that messes up the spelling of a word without changing the (theoretical) phonetic pronunciation*