

Alexandros Nikolaos Lotsos

Evanston, IL | (617) 922 4047 | anlotsos@gmail.com

EDUCATION

Northwestern University | Evanston, IL *Sep 2021 - Present*
Ph.D. in Computer Science and Learning Science

New York University | New York, NY *May 2018*
M.S. in Integrated Digital Media
Master's Thesis: *Tailwind: Creating a Teacher-Friendly Game for Teaching Vector Mathematics*

Boston University | Boston, MA *May 2016*
B.A. in Mathematics and Philosophy, Minor in Computer Science

TEACHING EXPERIENCE

Adjunct Professor, Integrated Digital Media, New York University | New York, NY *Summer 2019*

- DM-UY 4913: Special Topics in Digital Media, *Game Development with Unity*
- Taught an elective summer course for 20+ undergraduates from the Tandon School of Engineering and the Tisch School of the Arts.
- Put together an original syllabus, instructional material, homework assignments, and programming examples.

Adjunct Professor, Integrated Digital Media, New York University | New York, NY *Spring 2019*

- DM-UY 1133: Creative Coding
- Taught a required course for 20+ undergraduates from the Tandon School of Engineering.
- Put together original instructional material, programming examples, and homework assignments.
- Organized workshops to introduce relevant technologies such as Git, Arduino, and web hosting.

Graduate Assistant, Integrated Digital Media, New York University | New York, NY *Spring 2018*

- DM-UY 1133: Creative Coding, assistant to professor Katherine Bennett
- Assisted students with the acquisition of front-end web programming skills (HTML5/CSS3/JS).
- Managed in-person office hours where students could receive help with their assignments.
- Monitored class Slack channels, responding to questions, and providing coding examples.

Teaching Assistant, Integrated Digital Media, New York University | New York, NY *Summer 2017*

- DM-UY 1133: Creative Coding online section, assistant to professor Kevin Siwoff
- Attended weekly lectures and observed the teaching of front-end web programming.
- Worked with individual students to provide supplemental teaching in JavaScript programming.
- Monitored student homework submissions and provided regular feedback.

Peer Tutor, Boston University Educational Resource Center | Boston, MA *Spring 2014 - Spring 2016*

- MA 124: Calculus 2, MA 225: Multivariate Calculus, MA 242: Linear Algebra
- Provided weekly tutoring to groups of 1 to 3 students.
- Developed strong interpersonal and leadership skills.

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PROFESSIONAL EXPERIENCE

Co-Founder, Lead Developer, *Unseen Media* | New York, NY *Aug 2018 - Jun 2021*

- Developed AR-enabled tabletop gaming experiences using full-stack and web XR technologies.
- Followed the LEAN Startup methodology to create a customer-driven business model based on quantitative market research, customer discovery interviews, and iterative design.
- Raised over \$150k in seed funding through investment, grants, and prizes.
- Selected as one of 10 companies to participate in the 2019 NYC Media Lab XR Startup Bootcamp and the RLab Beta Residency program.

Curriculum Developer & Instructor: RLab XR Bootcamp, *RLab* | New York, NY *Aug 2020 - Jan 2021*

- Developed an original syllabus covering linear algebra, Unity development, and augmented reality development as part of the RLab XR Bootcamp.
- Collaborated with instructional designers from Emeritus and followed the backwards design process to plan, produce, and film educational material to be presented in an online learning environment.
- Created assignments and group activities to be used as assessment tools for the defined learning objectives of the course.

SCHOLARSHIPS & GRANTS

NYC Media Lab XR Startup Grant	<i>2018</i>
New York University Prototyping Fund	<i>2017</i>
New York University Graduate School of Engineering Scholarship	<i>2016-2018</i>
Boston University Merit-Based Scholarship for Undergraduate Studies	<i>2012-2016</i>

PRESENTATIONS

NYC Media Lab Summit Demo: <i>The applications of emerging technologies to tabletop gaming</i>	<i>Sep 2019</i>
Augmented World Expo (AWE): <i>Alternate reality meets augmented reality in tabletop gaming</i>	<i>May 2019</i>
NYC Media Lab, Exploring Future Reality: <i>Unseen Media Startup Pitch</i>	<i>Nov 2018</i>
NYVR Expo: <i>The Dyatlov Files: an AR-enabled tabletop mystery game</i>	<i>October 2018</i>

TECHNICAL SKILLS

Programming Languages:	JavaScript, C#, Python
Full-Stack Development:	HTML, (S)CSS, Vue, Node.js, MongoDB, Express
Creative Frameworks:	A-frame, 8th Wall, Unity3D, ARCore, Processing, Arduino
Other:	lly, Git (GitHub), Google Analytics, Figma, Adobe XD