LOGAN WILLIAMS

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Currently I am the lead data scientist and developer for open-source investigations at Bellingcat. Previously, I led data visualization development at Stamen Design, built experimental media tools in the BuzzFeed Open Lab and worked on computational photography projects at Apple. I have particular interest in mission-driven data research for the public good, developing open source tools for data analysis, and communicating research through interactive, narrative, personal, and spatial data representations.

EMPLOYMENT & RESEARCH

Data science and visualization lead, Bellingcat — Amsterdam, NL   September 2020 to Present
Data scientist, developer, and researcher for open-source investigations at Bellingcat. Tech lead for Investigative Technology team, five data scientists and researchers. Work includes: finding stories in complex datasets through statistical analysis, machine learning, and data visualization; collecting and organizing data into datasets; communicating research through interactive data visualization and cartography; developing infrastructure and tools for open source investigations internally and at-large; teaching technical topics at public workshops and for internal capacity building.

Design technologist, Stamen Design — San Francisco, CA   June 2018 to August 2020
Creative coder and data-driven explorer at a small studio. At any given time, responsible for 3-5 projects as sole developer or team lead, including analyzing and visualizing client datasets, collaborating with visual designers on exploratory design, and managing client expectations. Delivered creative solutions for large companies including Google and Visa, small organizations such as the National Audubon Society and Art Processors, and academic institutions.

Research fellow, BuzzFeed Open Lab — San Francisco, CA   October 2016 to October 2017
Fellow in residence within the Open Lab, a space for research in technology, journalism, and art. Analyzed social media data to understand social images and created a prototype web application for turning snapshots into stories, driven by a conversational user interface. Built tools for alternative photographic visualization and psycho-geo-spatial data analysis.

Image scientist, Camera Systems Engineering, Apple, Inc. — Cupertino, CA   December 2014 to May 2016
Camera hardware intern, Camera Systems Engineering, Apple, Inc. — Cupertino, CA   June 2013 to August 2013
Primary developer of a novel computational photography feature, including prototype hardware and iOS development. Collected and communicated manufacturing and testing data of precision CV hardware to a multi-disciplinary team.

Teaching assistant, Introduction to EECS (6.01), MIT — Cambridge, MA   September 2013 to June 2014
Part of a team of faculty and students responsible for teaching and improving an innovative hands-on curriculum that introduced first-year students to foundational concepts in electrical engineering and computer science.

Graduate research assistant, Micromechanics Laboratory, RLE, MIT — Cambridge, MA   October 2012 to June 2014
Designed, built, and tested a fiber optic apparatus capable of imaging motion within biological tissue on the scale of a single hydrogen atom. Performed optical, mechanical, electrical, and software development; responsible for project budgeting and management. Collaborated with researchers across disciplines to define specifications and goals.

EDUCATION

Recurse Center — New York, NY   January 2018 to March 2018
Participant in the Recurse Center, a "self-directed, community-driven educational retreat for programmers." Focused on creating interactive media art, exploring geographic data, and contributing to open source projects.

Massachusetts Institute of Technology (MIT) — Cambridge, MA   September 2009 to June 2014
M.Eng. in Electrical Engineering and Computer Science, June 2014. Cumulative GPA **5.0/5.0**.
Thesis: *Design and implementation of a fiber optic doppler optical coherence microscopy system for cochlear imaging*
B.S. in Electrical Engineering and Physics, June 2013. Cumulative GPA **4.9/5.0**.

SKILLS
- Data wrangling, analysis, machine learning, and computer vision in Python, PyTorch, OpenCV, Julia, and R
- Interactive dataviz and cartography with D3, OpenLayers, Mapbox/MapLibre, OpenStreetMap, and vanilla JavaScript
- Software development for web, desktop and mobile in React/Vue/JavaScript, Python, C++/OpenFrameworks, and Go
- Backend web API development with Python/Flask, Go, PostgreSQL, SQLite and Docker
- Deployment and maintenance of cloud web services with AWS, Google Cloud, and Digital Ocean
- Hardware design experience, including circuit design, embedded firmware development, and mechanical prototyping
- Native English speaker, proficient in technical writing and communication