

Education:

Carnegie Mellon University

Bachelor of Computer Science and Art, Minor in Media Design

May 2018

Experience:

- Developer at Tin Drum (a startup company)
Developing an AR iOS app among other components of an internationally exhibited AR short called *Tartuffe*. Working on AR/VR pieces for Grammy winning artist St.Vincent and Crystal Castles.
Summer 2017 ~ [Pittsburgh, PA]
- Researcher at the Community Robotics Education and Technology Empowerment Lab at Carnegie Mellon University Robotics Institute
Worked with the Google EarthDev Team on the Explorables project to create geographical data visualizations to convey compelling stories about the environment and humanity.
Summer 2016 [Pittsburgh, PA]
- Studio Assistant at the Frank-Ratchye STUDIO for Creative Inquiry
Writing generative art programs. Preparing class materials such as example work for lectures and gathers data to use by students by writing web scrapers.
Fall 2015 ~ [Pittsburgh, PA]
- Intern for Various Artists and Programmers at New Inc. and Metropolitan Exchange
Head assistant on the creation of Kevin Swioff and Lisa Park's interactive sculptural installation. While interning for Kyle McDonald and Lauren McCarthy, wrote components for a recurrent neural network, created 3D models of installations for planning and fabricated prototypes.
Summer 2015 [New York City, NY]

Skills:**Programming-**

Bash

C

C++

GLSL

Javascript

OpenFrameworks

Processing

Python

SML

Prototyping-

3D printing

CNC Routing

lasercutting

welding

woodworking

Software-

Adobe CC

Agisoft Photoscan

MatLab

Maya

Optitrack

Rhinoceros

Rhinocam

RaspPi

Unity

Relevant Interests:

- 🐾 Live coding visuals in GLSL
- 🐾 Computational perception
- 🐾 Theoretical computer science
- 🐾 Volumetric capture

Corresponding Courses Taken:

- ⇒ Parallel Data Structures & Alghm
- ⇒ Neural Computation
- ⇒ More Great Ideas in TCS
- ⇒ Experimental Capture