

Char Stiles

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Computational Artist

EXPERIENCE

- SEP'18-OCT'19 | Research Associate at The Robotics Institute at Carnegie Mellon University
Created an augmented reality iOS application in Unity and deployed it to Test Flight. Implemented an on-device image classifier using CoreML. Worked on a small team lead by Jessica Hodgins and James Duesing.
- SEP'18-JUL'19 | Creative Technologist at the Frank-Ratchye STUDIO for Creative Inquiry
Advised and created templates for students to use to create software art. Wrote graphics programs, including augmented reality mobile apps in Unity, web apps in Glitch, GLSL shaders and OpenFrameworks apps. Worked with artists hosted at the STUDIO to develop their pieces as well as worked on my own creative practice.
- FEB'18-JUL'18 | Content Technology Intern at Nvidia
Worked on a small team lead by Omer Shapira to create a Node.js web app for an (unreleased) on-stage demo about ray tracing. This entailed developing a drawing tool in Javascript and WebGL, as well as helping iterate on the story of the demo.
- SEP'15-SEP'18 | Studio Assistant at the Frank-Ratchye STUDIO for Creative Inquiry
Prepared class materials and gathered, created and cleaned graphical training sets for use in ML by writing web scrapers and bash scripting. Supervised by Golan Levin.
- MAY'15-AUG'15 | Intern for Artists & Programmers Kyle McDonald, Lauren McCarthy, and Taeyoon Choi at Dark Matter
Collected data by writing web scrapers for content to use in a recurrent neural network, wrote data visualizations, organized files, created 3d models of installations for planning & fabricated prototypes. Designed & fabricated capsule prototype, & wrote content for the team's workshop TimeKeepers which was hosted by LACMA.

EDUCATION

- MAY '18 | Carnegie Mellon University, Pittsburgh, Pennsylvania
Bachelor of Computer Science and Arts with a minor in Media Design

SKILLS

- Programming: OPENFRAMEWORKS (C++), GLSL, HTML/CSS, SML, PYTHON, JAVASCRIPT, P5.JS, BASH, GIT
- Software: Adobe CC, Agisoft Photoscan, MatLab, Maya, Rhinoceros/Rhinocam, Unity, Visual Studio/Code, Xcode
- Prototyping: 3D printing, CNC Routing, lasercutting, welding, woodworking

INTERESTS AND ACTIVITIES

- Attended the Recurse Center, a self-lead residency for programmers, from August '19 to October '19. Co-created an AR livecoding WebGL app in Glitch, lead many workshops on GLSL shader programming, learned about category theory, and created a mischievous email server.
- Perform livecoding visuals and music, as a founder of Livecode Pittsburgh and a member of Livecode NYC.
- When AFK enjoys biking, traveling and rock climbing.