

## Proficiencies:

Languages I'm most confident with: Rust, C++, Javascript (including Babel/ES6), Python

Tools, libraries, frameworks, or APIs I've used (no order, just a keyword jumble): Bash, Git, Make, Node.js, Express, PostgreSQL, Cinder, Boost, OpenGL, GLSL, GLM, d3, React, Redux, Immutable.js, Ramda, Webpack, Backbone, jQuery, SASS, WebGL, SVG, Canvas, Three.js, Grunt, Processing, openFrameworks, Arduino

## Experience:

**Interactive Things, Zürich, Aug 2014 - Feb 2016: Interaction Engineer**

- Created bespoke data visualizations, javascript libraries, and analysis tools
- Built backend infrastructure, REST APIs, database I/O, and data ETL pipelines
- Collaborated extensively with other developers, in both leading and supporting roles, on projects of varying length and complexity
- Worked closely with designers, project managers, and clients to deliver solidly-coded, performant projects on-time and on-budget
- Built responsive layouts and conceived mobile-ready user interactions

**Perisopic, Portland, Oct 2012 - July 2014: Junior Developer and Data Scientist**

- Front-end developer of data visualization software
- Provided initial data analysis and developed quick prototypes to aid design
- Taught myself to code, self-directed with guidance from coworker mentors

## Education:

**Zürcher Hochschule der Künste, Zürich, Feb 2016 - Summer 2017: Student**

Master of Arts in Design, Interaction Specialty

- Research, design, coding, and construction for master's thesis work
- Created an interactive installation with projection-mapped custom-coded generative graphics on a large central model
- Self-directed study of computer graphics techniques, graphics API programming, geometry, and generative design
- Studied design principles and process, as well as particular questions in designing interactive systems
- Master's thesis title: "Bugs in the System: An Exploration of Digital Life"

**Reed College, Portland, Sep 2008 - May 2012: Student**

Bachelor of Arts in Economics

- Bachelor's thesis title: "Fear and Fortune in the Political Economy of Civil War: Evidence from Ghana and Sierra Leone"

## Analog Languages:

English (native)

German (C1 / ILR Level 3)

French (B1 / ILR Level 2)

## Interests:

Generative design, complex systems, distributed computing, procedural generation, geometry, real-time rendering, systems programming, interactivity