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Creative Coder for Interactive Media

I do concept & software development from early prototype through launch, leading teams and working across creative and technical contexts.

EXPERIENCE

Composition Consultant — Tellart, 2011

For the Parsons SoundAffects street installation in lower Manhattan, delivered a flexible software framework for data-driven generative music composition and consulted as to the style and mood of the music.

Senior Web Developer — Canopy Canopy Canopy, Inc., 2008-ongoing

For online arts magazine *Triple Canopy*, designed and built *Horizonize*, a dynamic layout system which renders generic HTML as rich, web-readable layouts. Additionally, co-designed the new article format, and boot-strapped the project's backend & CMS, overseeing further development by a larger team.

Software Developer — e-flux, 2009-2010

For the *e-flux Journal* print-on-demand service, built the *Layout Generator*, a dynamic system to turn generic HTML into rich PDF layouts for small-press distributors. Worked closely with editors and print designers to articulate human aesthetic/design decisions into computer code.

Web Developer — NewsTrust, 2007-2009

Led development team through a major rewrite into Ruby on Rails as well as a site-wide redesign. Oversaw all aspects of the system from user experience and administrative/editorial tools through data and system architecture, from early concept through implementation and release. Developed information architecture, data migration tools, and a robust calculation engine.

Programmer — Cycling '74, 2001-2002

For the Max/MSP/Jitter development environment, designed and built tools for text processing.

SKILLS

Concept development and idea visualization skills with a strong emphasis on early prototyping. I love to take ideas from early brainstorms and sketches to working models for play-testing and user feedback.

Creative production with sensitivity to user experience and a keen eye & ear for detail. I freely mix perspectives from computer interaction design as well as from multimedia composition, with an awareness for social, cultural, and critical contexts.

Agile software development and strong leadership skills across disciplines. I have boot-strapped and improved a variety of software projects, working closely with designers, developers, and artists. As a team lead, I have managed and overseen the implementation of large-scale software development from R&D through launch.

Preferred technologies: Ruby (on or off Rails), HTML5/jQuery, MaxMSP/Max For Live, Arduino, Processing, Photoshop, Flash, Logic Studio.

EDUCATION & AWARDS

National Magazine Awards — Finalist, General Excellence Online, 2009 (for *Triple Canopy*)

California Institute of the Arts — M.F.A., Experimental Sound, 2011

Brown University — A.B., Computer Music and Multimedia with honors, 2004

American and French nationalities. Fluency in French and German, with some Spanish and Mandarin.