

# David Omar Flores Chávez

SOFTWARE DEVELOPER

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## Work Experience

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### Jaque

Feb 2020 - Present

SOFTWARE DEVELOPER

Angular · NestJS · TypeScript · Socket.IO · RxJS

- I'm one of the two core developers of an open source front-end library.
- Developed a one-to-many real-time chat to send messages, files; and images, and with permissions for some users to create chat groups.
- Wrote scripts to seed content and users, with different information in the database, making testing and development faster.
- Heavy use of reactive programming patterns with Observables

Website: [jaque.me](https://jaque.me)

## Relevant Projects

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### Racegex.io

Jun 2020

WEB-BASE GAME TO LEARN, PRACTICE, AND COMPETE USING REGULAR EXPRESSIONS

React · Typescript · WebSockets · Go · REST API

- Connect two users in a room, and when the two are ready, load the same problem for both.
- Write a regular expression and get instant visual feedback as-you-type to see how well it solves the problem tests.
- See how well your opponent is doing, just by watching how many tests they have solved.

Website: [racegex.io/](https://racegex.io/) · Front-end repo: [daque-dev/racegex](https://github.com/daque-dev/racegex) · Back-end repo: [daque-dev/sv-racegex](https://github.com/daque-dev/sv-racegex)

### Ginpar

Oct. - Nov. 2019

CLI STATIC CONTENT GENERATOR FOR GENERATIVE ARTISTS

Python · Jinja2 · Click

- Convert P5.js scripts into interactive pages that let you control the script parameters in a GUI.
- Templating engine to generate the GUI using a user-defined list of parameters.
- Generate buttons for value randomization, sketch regeneration, and image download with seeding information.
- CLI commands to initialize projects and sketches; build projects, and start a live reloading server.

PyPi: [pypi.org/project/ginpar](https://pypi.org/project/ginpar) · Repository: [davidomarf/ginpar](https://github.com/davidomarf/ginpar) · Docs: [ginpar.readthedocs.io](https://ginpar.readthedocs.io)

### Attractor Seeder

Aug. - Sep. 2019

WEB TOOL TO ASSIST GENERATIVE ARTISTS INTERESTED IN RENDERING ATTRACTORS

HTML · CSS · Vanilla JS · P5.js

- Mass-produce attractors to efficiently choose attractor building values
- Create multiple canvas elements that depend on the size of the screen and the URL parameters
- Each canvas can be regenerated without affecting the others

Homepage: [davidomarf.github.io/attractor-seeder](https://davidomarf.github.io/attractor-seeder) · Repository: [davidomarf/attractor-seeder](https://github.com/davidomarf/attractor-seeder)

## Tech talks

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### Generative Art: A quick introduction to start producing algorithmic visual art

Mexico City, Mexico

PRESENTED AT EVENTLOOP: JAVASCRIPT MEETUP FROM MEXICO CITY

04 Sep. 2019

👤 150 attendees · ⌚ 40 min talk + 20 min Q&A

Slides: [davidomarf.github.io/talks/eventloop-19-08](https://davidomarf.github.io/talks/eventloop-19-08)

# Writing

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## Generative Mistakes

*Mar. 2018 - Present*

COLLECTION OF TEXTS AND PROJECTS TO EXPLORE GENERATIVE ART AND PROCEDURAL GENERATION

**Interactive sketches:** [gen.davidomar.com](http://gen.davidomar.com) · **Writings:** [gmblog.netlify.com](http://gmblog.netlify.com)

- Algorithms consist mostly on the production of data that is later visualized in creative ways
- Made me get familiar with computational geometry concepts like triangulations, meshes, Voronoi diagrams, hulls, and interpolations
- Visualizations created with **P5.js** and **D3.js**