David Omar Flores Chávez

SOFTWARE DEVELOPER

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Work Experience

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

Relevant Projects

Racegex.io   *Jun 2020*
WEB-BASE GAME TO LEARN, PRACTICE, AND COMPETE USING REGULAR EXPRESSIONS

NextJS   ·   **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/   ·   **Front-end repo**: daque-dev/racegex   ·   **Back-end repo**: 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   ·   **Repository**: davidomarf/ginpar   ·   **Docs**: 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: attractors.davidomar.com   ·   **Repository**: davidomarf/attractor-seeder

Tech talks

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

Writing

Generative Mistakes *Mar. 2018 - Present*

<small>COLLECTION OF TEXTS AND PROJECTS TO EXPLORE GENERATIVE ART AND PROCEDURAL GENERATION</small>

Interactive sketches: play.generativemistakes.art · **Writings**: generativemistakes.art

- 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**