David Omar Flores Chávez

SOFTWARE DEVELOPER

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For the last three years, I've been learning, reading, and developing open source code.
I'm aware of best practices and standards. My tech stack is broader than the listed below,
and I have no problem picking up new technologies.

Relevant Projects

Ginpar
Oct. - Nov. 2019

CLI STATIC CONTENT GENERATOR FOR GENERATIVE ARTISTS
★ *5+*

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 · **Example**: ginpar-quickstart.netlify.com

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 · **Repository**: davidomarf/attractor-seeder

Last.fm Stats
Jun 2019 - Present

INTERACTIVE VISUALIZATIONS OF THE LISTENING HABITS FROM LAST.FM USERS
⑂ *3* · ★ *3*

React · **D3.js** · **REST APIs** · **Heroku**

- Fetch scrobbles from Last.fm API and build a dataset.
- Clean data to remove falsy *scrobbles* and fix to current timezone.
- Design interactive D3.js visualizations that reflect listening habits.

Homepage: lastfmstats.herokuapp.com/ · **Repository**: davidomarf/lastfm

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

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

Interactive sketches: gen.davidomar.com · **Writings**: 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**