Ramsey Nasser

- **Portfolio** `http://nas.sr/`
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Skills

Computer Languages

Clojure, C#, JavaScript, Objective-C, C, C++, Ruby, PHP, Python, Java, XML, XHTML/CSS, ActionScript 3, SQL, Processing, Bash Scripting, LaTeX, Haskell, Prolog

Software

Unity 3D, Apache, MySQL, Photoshop, Illustrator, InDesign, Wordpress, jQuery, SketchUp, sqlite, lighthttpd

Selected Work

Livecode.NYC

Livecoding Collective *2016 - Present*

- Founded language-agnostic collective with creative coders across New York City
- Host bi-weekly meetings to share tools, insights, and experiences
- Organize concerts, partiesm and workshops around livecoded music and visuals

Arcadia

Integration of Clojure and Unity3D *2014 - Present*

- Added a new programming language to a proprietary game engine
- Explores the implication of live functional programming on game development and design
- Supported community of users as they learned the tool and made their own games
- Arcadia has been the subject of multiple public talks
- Made in collaboration with Tims Gardner

قلب

Arabic programming language and calligraphy series *2012*

- Designed and imlemented programming language entirely in Arabic
- Project was part of my Eyebeam fellowship exploring code as a medium of self expression, specifically the impact of human culture on programming languages
- Implemented classical computer science algorithms in the language and laid their source code out as calligraphic mosaic artworks in the traditional square kufic style
- Project was shown at Eyebeam's Final Year Showcase event

Swordfght

Physical game *2012*

- Designed unique physical game that uses hacked Atari 2600 controllers and strap-on harnesses to- force players into awkward semi-sexual contact
- Designed and built controllers, taking into account external aesthetics and internal space constraints
- Project was a collaboration with New York-based game designer Kurt Bieg
- Sword ght was awarded "Best Spectacle" at Come Out and Play 2012, where it debuted
- Press coverage includes indiegames.com, The Escapist, Random Encounter!, and Kotaku

Killingspree

Video game art piece installation *2011*

- Developed Wolfenstein 3D styled rst person shooter
- Project was commissioned for the Babycastles gallery
- Written in under eighteen hours
- Project was a collaboration with New York-based artist Zach Gage

Zajal

Low-barrier to entry programming language *2010 - Present*

- On going exploration into new semantics for creative coding
- Original incarnation combined Ruby and openFrameworks
- Shown at the Kellen Gallery in New York and the High Museum in Atlanta
- Originally developed at Parsons as part of my M.F.A. thesis work and at during my residency at Karaj Beirut

Residencies

- Resident at Lower Manhattan Cultural Council *2014*
- Fellow at Eyebeam Art + Technology Center *2012 – 2013*
- Resident at Karaj Beirut *2011*

Education

- M.F.A., Design & Technology – Parsons The New School for Design
- B.S., Computer Science – American University of Beirut
- I.B. Diploma – American Community School of Beirut

Other

Human Languages

Fluent English and Arabic, Embarrassing French

Travel

Born in America, lived in Italy for a year, Turkey for five, California for another five and Lebanon for eleven. Currently residing in New York City. Have visited Spain, Italy, Greece, Peru, Qatar, Jordan, Egypt, Syria, Kuwait and the UAE.

Interests

Motorcycling, photography, theater, world cup football, oriental precussion, jazz, architechture, fine cheeses, and recreational mathematics