Aren Davey

Fullstack Developer and Creative Technologist

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Lying right at the intersection of art and technology, I mainly create different technological experiences and develop tools for other technological artists to use. I have substantial experience in thinking creatively and constructing formally via code.

PROFESSIONAL EXPERIENCE

Deeplocal   February 2023 – present
Creative Technologist
  - Created interactive exhibits as advertising campaigns for many clients such as Google, VisitPGH, and Highmark Health.
  - Integrated software applications with hardware to create permanent and temporary installations
  - Installed projects at clients preferred site and maintained exhibits for the duration of their events.

Pluralsight   October 2020 – December 2022
Software Engineer
  - Created IDE addons that showed developers how much time they spent working and showing them where they have time to hone their tech skills.
  - Created a platform for users to schedule and attended virtual instructor led training sessions.
  - Kicked off company initiatives for product led growth with a focus on retention of and upgrading free users.

Pluralsight   May 2020 – October 2020
Guides Team Intern
  Created many features for the written content team including a new DVS system, download as PDF functionality, and accessibility.

Processing Foundation Fellowship   March 2020 – June 2020
Cozy Coding
  Creating educational Twitch streams that teaches viewers about p5.js. Mentored by Dan Schiffman (schiffman.net).
  Reference: processingfoundation.org/fellowships

Carnegie Mellon University   June 2018 – August 2018
CMU SAMS Teaching Assistant
  p5.js summer camp for rising high school seniors.
  Reference: Paul Peng (paul1peng@gmail.com)

STUDIO for Creative Inquiry   May 2018 – August 2018
Intern
  Processing porting in Java and p5.js.
  Reference: Golan Levin (golan@andrew.cmu.edu)

EDUCATION

Carnegie Mellon University   2016 – present
BCSA - Computer Science, Fine Arts
  Specialization in New Media Arts and Software Engineering

SKILLS

Front End
React, Typescript, Electron, Javascript, Node.js, Kotlin, Python, Storybook

Creative
Processing, p5.js, openFrameworks, OpenRNDR, MIDI, Arduino, Unity, Photoshop, TouchDesigner

Backend
C#, C++, C, Java, PostgreSQL, Postico, Postman

Other
Git, Vim, Bash, GDB, Leankit, Figma, Jira

PROJECTS

p5.grid   2019 – present
Sole Developer
  A gridding library for p5.js. It allows users to create hexagon, triangle, square, and octagon
  grids. Functionality includes many ways to manipulate the grid size, location, and colors and
  many ways to access different coordinates to create multiple patterns.
  Repo: github.com/aahdee/p5grid

Ars Electronica Festival 2020   2020
COSA Connectors
  Series of short 2-3 minute videos featuring awesome open-source creative tools

The Mirage   2019 – present
VR Team
  Creating VR experiences in Unity for a large art installation. The purpose of the installation
  is to have guests experience the touching memories of interviewed people and make them cry.

AFFLIATIONS

National Society of Black Engineers
2019 – 2020

CMU KGB
Treasurer
2018 – 2019

FIRST Robotics Team #5202
Co-Captain
2014 – 2016

CONFERENCES

Open Source Arts Contributor's Conference
April 2023 | Denver, CO

Virtual Creative Coding Conference
July 2020 | Columbus, OH

openFrameworks Contributors Conference
October 2019 | Denver, CO

EYEO Festival 2019
June 2019 | Minneapolis, MN

p5.js Contributors Conference
August 2019 | Pittsburgh, PA