



Aren Davey

Fullstack Developer and Creative Coder

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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

Pluralsight

October 2020 – present

Workflow Skills Development 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.

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, Javascript, Node.js, Python, Storybook)

Backend (C#, C++, C, PostgreSQL, Postico, Postman)

Creative (Processing, p5.js, openFrameworks, Unity, Photoshop, TouchDesigner)

Other (Git, Vim, Bash, GDB, Leankit)

AFFILIATIONS

National Society of Black Engineers

2019 – 2020

CMU KGB

Treasurer

2018 – 2019

FIRST Robotics Team #5202

Co-Captain

2014 – 2016

PROJECTS

Ars Electronica Festival 2020

COSA Connectors

2020

Series of short 2-3 minute videos featuring awesome open-source creative tools

p5.grid

Sole Developer

2019 – present

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

The Mirage

VR Team

2019 – present

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.

CONFERENCES

Virtual Creative Coding Conference

July 2020 | Columbus, OH

openFrameworks Contributors Conference

October 2019 | Denver, CO

EYE0 Festival 2019

June 2019 | Minneapolis, MN

p5.js Contributors Conference

August 2019 | Pittsburgh, PA