



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 Shiffman (shiffman.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 (paulpeng@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 – 2021

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.

AFFILIATIONS

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