
Andrew Cotter

Computational Art + Design

Contact

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Personal Statement

I'm a constant learner. Each project is an opportunity towards discovering new tools and processes, as well as cultivating a new and better understanding of technology, and our relationship to it. I like to make things that have both physical and digital dimensions to them. In my work, I try to manifest the convergence of these two fields in the form of interactive installations, games, and wearable devices. I'm always looking at our relationships to technology and the ways we wield it: how it does things for us, and to us.

Core Competencies

Creative Coding

I approach code like creative writing, focusing on the mechanics, the demystification of tools, and hacking the conventions of art-making with computation.

Design Research

The first step to solving a problem is understanding it. By interviewing stakeholders and testing prototypes, I can better understand what the solution is.

Professional Experience

Development Intern, Red Paper Heart Summer 2017

Worked in tangent with the design team to program/build interactive installations and experiences for commercial clients.

Development Intern, Cipher Prime Fall 2015 - Summer 2016

Assisting with design/development of video games and interactive media in various frameworks such as Unity, Cinder, and P5.js.

Interaction Developer, Night Kitchen Fall 2014 - Summer 2016

Leading design/development research by exploring new tools for the web and interactive installations and demonstrating implementations to the rest of the team.

Skills / Tools

Adept:

openFrameworks (C++)
p5.js
Arduino / Physical Computing
Front-End Web (HTML/MD/SCSS/JS)

Intermediate:

Cinder (C++)
Unity (C#)
Three.js (WebGL)
Node.js/Express/Socket.io/Electron

Currently Learning:

reGL.js (WebGL)
React.js
Clojure/Clojurescript
Phoenix (Elixir CMS)
Elm

Teaching Experience

Teaching Assistant, Fall 2017 Immersive Storytelling, Parsons

Code Instructor, Summer 2017 MFA D+T Bootcamp, Parsons

Programming Tutor, Spring 2017 The New School Learning Center

Education / Honors

MFA Design + Technology Parsons, Class of 2018

BS Industrial Design University of the Arts, Class of 2014

Achieved the rank of Eagle Scout BSA Troop 139, 2010