

Andrew Cotter

Creative Technologist

Contact

thatcotter.github.io
cotter.andrew.p@gmail.com

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.

Professional Experience

Creative Technologist, Freelance March 2019 - Present

Crafted networking and physical computing solutions for clients to bring interactive installations to life.

Creative Technologist, Local Projects May 2018 - February 2019

Worked on various interactive installations in a developer role, using platforms such as Electron with WebGL, Arduino, and Swift/iOS.

Development Intern, Red Paper Heart Summer 2017

Worked in collaboration with the design team to program/build interactive installations and experiences for commercial clients using openFrameworks and Arduino.

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.

Teaching Experience

Adjunct Instructor, Parsons Fall 2018 - Present

Creativity + Computation Lab, Creative Coding: Unity3D

Teaching Assistant, Parsons Fall 2017

Immersive Storytelling, Parsons

Code Instructor, Summer 2017

MFA D+T Bootcamp, Parsons

Core Competencies

Creative Coding

I approach writing code like writing poetry, 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 investigating a problem's domain and context through research, observation, and interviews, a succinct solution can be discovered.

Skills / Tools

Adept:

- Node.js/Electron
- Arduino/Physical Computing
- WebGL (Three.js, Pixi, WebGL, P5.js)
- Front-End Web (HTML/MD/SCSS/JS)
- Unity (C#)

Intermediate:

- Adobe CC Workflow (esp. Ps, Ai, Id, Lr)
- Rust (Nannou, Tokio, Amethyst)
- openFrameworks/Cinder (C++)
- Clojure/ClojureScript/ClojureCLR
- Shaders (GLSL/HLSL)

Familiar:

- Swift/iOS
- Python/Jupyter/Scikit
- Vue.js/React.js
- TouchDesigner

Education / Honors

MFA Design + Technology

Parsons, Class of 2018
President of Dorkshop (2016-2017)

BS Industrial Design

University of the Arts, Class of 2014
President of Literary Society (2013-2014)

Achieved the rank of Eagle Scout

BSA Troop 139, 2010