

# ADAM COLE

## CONTACT

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## EDUCATION

**University of Pennsylvania** Winter 2012 - Spring 2016 | Philadelphia, Pennsylvania

BSE degree in Digital Media Design, Minor in Fine Arts

GPA: 3.74/4.0 | Graduation Honors: *magna cum laude*, Dean's List 2012-13, 2014-15 & 2015-2016

*Digital Media Design is an interdisciplinary degree program combining major coursework in computer graphics, fine arts, and communications theory. Graduates learn to understand, program and apply theoretical, artistic, aesthetic and experiential principles associated with computer graphics, animation and digital media design.*

**Independent non-credit online courses** Fall 2016 - Summer 2020

The Film Experience (MIT), Existentialism in Literature & Film (UC Berkley), the Modern & the Postmodern (Wesleyan University), the Architectural Imagination (Harvard University)

## RELEVANT DEGREE COURSEWORK

### Engineering

Data Structures & Algorithms  
Computer Architecture  
Interactive Computer Graphics  
Theory of Computation  
Calc I, II & Discrete Mathematics  
Internet & Web Systems

### Fine Arts

Art, Design & Digital Culture  
3-D Computer Modeling  
Drawing Studio  
Graphic Design  
Typography  
Mixed Media Animation

### Film & Media Studies

Transnational Cinema  
American Independent Cinema  
Visual Communication  
Language of Design  
Nietzsche's Modernity  
20th-Century Literature

## PROFESSIONAL EXPERIENCE

### Senior Frontend Software Engineer for Slack Technologies, Inc.

Fall 2016 - Present | San Francisco, CA

- Utilized industry standard web technologies to deliver core messaging features used by millions of daily users
- Collaborated across company stake-holders to develop robust technical architectures for foundational user facing features such as rich message composition and rendering, threaded conversations, and non-verbal communication systems like emoji
- Synthesized communication theory, user research, product intuition and experimentation alongside designers and product managers to develop coherent visual systems and delightful user experiences

### Screenwriter and Animation Director for Stag Pictures

Spring 2020 | New York City, NY

- Co-authored *Bertha*, a screenplay for an animated short film adapted from a children's story
- Developed the initial set design, art direction and storyboard based on the screenplay using digital design tools like Storyboarder and Photoshop

### Software Engineer Intern for Upthere & KPCB Fellow

Summer 2015 | Palo Alto, CA

- Full stack web developer for Upthere, a consumer media storage company with the mission statement "*to care for humankind's information*"
- Designed and developed features related to content curation, digital media artifacts and layout aesthetics
- Participated in the KPCB Fellowship, a highly selective program bringing together engineers, designers, and product specialists to connect with industry leaders and engage intellectually with one another

## PROFICIENCIES AND SKILLS

### Software Development

*Proficient:* Javascript/Typescript, React, Redux, HTML5, CSS, Modern Web Technologies  
*Familiar:* Node, PHP/Hacklang, Java, C++

### Film, Animation & Fine Arts

Premiere Pro, After Effects, Photoshop, Illustrator, InDesign, Storyboarder, Stop Motion Studio, Autodesk Maya

## HOBBIES & EXTRACURRICULAR ACTIVITIES

### Amateur Filmmaker and Animator

I have been making short films and animations from a very early age. My work became more rigorous in academic settings in high school and university Fine Arts courses. Since graduating, I've created short films for company events and continued making stop motion films in my free time which I've submitted to local festivals.