

ADAM COLE

CONTACT

3 Horizon Rd.
Fort Lee, NJ 07024
United States of America

201.264.8600
acole9@gmail.com
adamdavidcole.com

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.

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

RELEVANT DEGREE COURSEWORK

Film, Philosophy & Literature

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

Fine Arts

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

Engineering

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

PROFESSIONAL EMPLOYMENT HISTORY

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 communications 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

Film, Animation & Fine Arts

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

Software Development

Javascript, React, Redux, Typescript, HTML, CSS, Modern Web Technologies, Node, Java, C++

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.

Design Editor for the Pennsylvania Punchbowl

I assisted in the writing, design and layout of the student run humor magazine at my University