Allan Pichardo

Summary

I'm a creative generalist with a background in fine arts and computer science.

Skills

Languages: Java, C++, JavaScript, Python, PHP, SQL

Technologies: Apache, Tensorflow, Node.js, React, Android, iOS

Creative: Unity 3D, OpenGL, Max MSP/Jitter, Arduino, Processing

Education

2020 - Concordia University
BFA Computation Arts and Computer Applications

Contact

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allanpichardo.com
github.com/allanpichardo

Projects

Love MHz: A Web-based Synthesizer
https://lovemhz.allanpichardo.com
(React.js, Web Audio API, SVG Animation)

Don't Panic: VR In-game Sentiment Analysis
https://github.com/allanpichardo/dontpanic
(Virtual Reality, Unity, ML-Agents, Tensorflow)

Polypad: A Custom Firmware for Launchpad Pro
https://github.com/allanpichardo/polypad
(ARM Embedded C)

Employment History

RideConnect
Co-Founder / Developer   2015-Current
Product ideation, design, prototyping
and deployment.
Development of native Android/iOS applications.

Freelance Developer
                                              2012-Current
Site-specific interactive graphics for live
music events.
Web design and development.
Native mobile application development.

LaGuardia Community College
Student Technology Mentor   2010-2011
Support professors in providing instruction
to students in the use of web technologies.

Harvestworks Digital Media Arts Center
Software Development Intern   2010
Development of custom musical hardware.
Provide software development assistance
to artists in residence.