S. A. FRIEND

Developer
Researcher
Designer

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Github: ana0

Awards

2016
Best in Festival
Toronto design off-
site
2016
Jurors Choice
Toronto design off-
site
2015
Ontario Public Inter-
est Research Grant
2014
Ontario Arts Council
Project Grant

SKILLS

Design

Python

cs6

Rhino

HTML/CSS

Blockchain

Unity

Javascript

C#

Maya

EDUCATION	
Recurse Center, Manhattan, NY.	2016
- Began work on a c#-based client for the Ethereum api that's compatible with the Unity game engine. Still in-progress but capable of sending transactions on a test net - Refactored an early programming project (a text-based game built using Python/Curses) and built it cross-platform - Demoed a fountain-site and contract for a hyper-inflationary cryptographic token RecurseCoin built on the Ethereum network - Wrote a browser-based visual-soundboard for doing projections during live music and performed with it at the Soho Arts and Letter club	
BFA: OCAD University, Toronto, ON.	2010
- Major: Drawing and Painting. - Minor: Digital Media Studies.	

Employment	
Senior Designer/Production Director, Guild Eyewear,	2014-2016
- Wrote and maintained software for our manufacturing pipeline in primarily Python and sometimes Go - Designed and built our customer-facing e-commerce site using Squarespace CMS - Modeled and rendered products programmatically for in-browser previews of mass-customizable products using Rhino and Maya, scripting in MEL and Python - Designed and built a 3D scanner using chdk-hacked firmware on canon cameras and photogrammetry then processed models for custom-fit - Consulted on company strategy, including hiring, social media, and marketing - Created almost all branding and design work for the company, including trade show displays, shelving units, and our two bestselling frames - Participated in a collaborative project that won Juror's choice award in a Toronto-wide design competition, as part of an exhibition that won overall Best-in-Show. later exhibited in Brooklyn, NY	
Programming and Game Design Instructor. Toronto Tool Library.	2014-cur
- Teaches programming with Scratch and Python, Game Design with Minecraft, 3D modelling with Tinkercad and Meshmixer, 3D printing, and Shop Skills to adults and children - Maintains our local fork of the LasaurApp software for controlling the Lasersaur open source lasercutter	
Founder. Small Talk: an Interdisciplinary Lecture Series.	2012-cur
- Grew the organizational team to 7 people over 5 years, starting as sole founder, hosting over 24 events and over 60 presenters - Received funding from the Ontario Arts Council and the Ontario Public Interest Research Group - Laid out, copy-edited, and published 3 catalogs of writing by lecture series participants	
Designer and Prototyping Technician, Metatecture.	2013-2014
- created 2D and 3D designs using CS6 and Rhino for lasercutter and 3D printer for creative agencies and organizations such as Movember, the Pan Am Games, and the Art Gallery of Ontario - Operated and repaired machinery, including co-ordinating supply chain for all parts/substrates/filaments - Supervised other staff members to ensure meeting weekly deadlines - Grew revenue to company record-highs while solely responsible for all sales and customer service	