Adam M Pere www.adampere.com

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Education

Harvard University, Graduate School of Design Cambridge, MA
Master of Design Studies, Technology   *candidate 2017*

Union College Schenectady, NY
B.S. Computer Science and Visual Arts (Digital Arts)   *June 2013*
w/ Honors   GPA 3.427

Czech Technical University Prague, Czech Republic   *Fall 2011*

Software
Git, Adobe Photoshop, InDesign, Illustrator, Dreamweaver, Bridge, After Effects, Premiere, Cinema 4D, Rhino, AutoCAD, Microsoft Word, Excel, PowerPoint, Quark, Mac, PC, Linux

Programming
Java, Python, MATLAB, Arduino, Processing, LaTex, HTML, CSS, LESS, SASS, PHP, JavaScript, JQuery, d3.js, Angular, Bootstrap, Jade, Haml, Wordpress, C++, C#, VB6, LotusScript, OpenGL, Unix & always learning more

Experience

Involution Studios Arlington, MA
Software Designer & Front-End Engineer   *Sept 2014 – Present*
> Worked with a small team of designers and engineers to design enterprise level software using Adobe Photoshop, Illustrator, and InDesign
> Created high fidelity prototypes of software using HTML, CSS, and various JavaScript Libraries including: d3.js, Mustache.js, Angular.js, jQuery, and more
> Worked with a small team of engineers to program the front-end of enterprise level software for a major healthcare organization, computer security organization, and more
> Mentored interns on personal and company-wide projects ranging from interactive installations, ceiling murals, & rapidly prototyping software

Software Design & Engineering Apprentice   *Dec 2013 – Sept 2014*
> Designed and engineered digital and physical prototypes using Arduino, HTML, SCSS, JavaScript and various JavaScript libraries

The Union Book Union College
Editor-in-Chief   *April 2011 – June 2013*
> Responsible for all aspects of the publication including delegating responsibilities to our staff of 10+ members
> Facilitated weekly meetings for planning, advertising, photography & design critiques
> Reviewed all photos and pages before being sending to the publisher

Computer Science Help Desk Union College

Director/Tutor   *Sept 2010 – June 2013*
> Contacted professors to ensure that the tutors were proficient in the programming languages and concepts being taught in class and to keep the tutors aware of current assignments
> Assisted Computer Science students with studying, homework and long-term projects

IBM Poughkeepsie, NY

Software Development Intern   *June 2012 – March 2013*
> Produced, maintained and fixed Lotus Notes Databases using LotusScript & Lotus Formula
> Constructed and repaired internal tools and websites using VB6, HTML, CSS & JavaScript

Union College Schenectady, NY

Research Student   *June 2011 – Aug 2011*
> Wrote a Java application to be used as a teaching aid in classrooms to illustrate the concept of the Fourier Transform.
> Wrote a Java application suite for Radio Astronomy courses that allows students to plot and analyze data from two different radio telescopes.

Coursework

Improv 101-301 Improv Boston, Cambridge, MA   *Fall 2014 – Winter 2015*
A weekly workshop covering the fundamentals of improv and improv comedy through short-form exercises and scene work culminating in a 20-minute showcase.

Typography School at the Museum of Fine Arts, Boston, MA   *Fall 2014*
Worked in both individual and group settings to learn the vocabulary of type and the design of type, as well as the organization of letters, words, sentences, and paragraphs to visually communicate an idea. Course assignments ranged from history of type research projects to the design the layout and content for a chapter of a book.

Senior Project/Thesis Union College   *Fall 2012 – Winter 2013*
Computer Science & Visual Arts Honors Thesis: Worked independently to design and create three interactive robotic sculptures. Each sculpture had a Facebook account where he posted status updates, comments, and photos of the people who visited the robots in the gallery.

Digital Design (Graphic Design) Union College   *Fall 2012*
Became proficient w/ Adobe Illustrator and gained experience in a variety of industry topics including logo design, branding, product/package design and typography.

Algorithm Design & Analysis Union College   *Spring 2012*
Learned to design and evaluate algorithms. Topics covered included list processing, string processing, geometric algorithms, and graph algorithms.

Photography 3 Union College   *Fall 2012*

Worked independently to create a series of 50 analog photographs entitled *Vacant*. The body of work explores the idea of the isolated space existing only to reveal traces of a past human presence.

Physical Computing Union College   Spring 2011

Became proficient in programming an Arduino microcontroller with the Arduino programming language and Processing to create interactive artworks, kinetic sculptures and robotic art.

Large Scale Software Design Union College   *Winter 2011*

Collaborated with team members on the creation of a graphing program in Java using design notations, tools, and techniques; design patterns; and implementation idioms. Became proficient with strategies for the systematic design, implementation, and testing of large software systems

User Interfaces Union College   *Spring 2010*

Collaborated with team members on the creation and testing of an iOS application prototype using various techniques such as requirements analysis, conceptual design, and low/high fidelity prototypes.

Digital Art Union College   *Spring 2010*

Proficiency with Adobe Photoshop as both a creative and technical tool

Data Structures Union College   *Spring 2010*

Became fluent with the Java programming language and object-oriented design. Designed and implemented common data structures such as: linked lists, binary search trees, heaps and stacks.