armon naeini

creative technologist

contact

✉ arna0935@colorado.edu

🖥 https://armonnn.com/

relevant skills

Design

Full Adobe Creative Suite
Sketch
InVision
Figma
Framer
Blender/C4D
AutoDesk

Development

HTML/CSS/JS
ReactJS
React Native
C++
C#
openFrameworks
OpenGL/GLSL/WebGL
Unity3D
Processing
p5.js
NodeJS
AWS/Lambda
Python
ARKit

education

University of Colorado Boulder's School of Engineering
B.S. in Creative Technologies & Design

experiences

UX Designer & Developer

Giide (Boulder, CO)

Took on a wide array of responsibilities, due to the company's startup nature. Produced various UX and interaction solutions, animations and assets and then took said solutions and fully developed them in ReactJS/Native. AR prototyping was conducted using AR.js and A-Frame. I also took care of their social media assets, producing almost all images for their Instagram, Facebook, and LinkedIn.

Interaction Designer & Developer

Meow Wolf (Denver, CO)

Currently designing and developing a full room installation for the Meow Wolf 2021 exhibition. Design involves interaction design for physical eperiences as well as 3D modeling, printing, light design as well as projection mapping. Development is done in openFrameworks/GLSL as well as Arduino and Processing.

Installation Developer

University of Colorado Boulder's Open Access Week (Boulder, CO)

Designed and developed an interactive isntallation, placed in the Roser ATLAS Building, at CU Boulder. The installation was developed in openFrameworks using OpenCV.

Installation Developer

Wonder Wonder (Boulder, CO)

Worked with Wonder Wonder, an experiential art museum, located in Boulder, Colorado, to create an interactive exerpience which tracks and morphs the appearance of the viewer, designed and developed using openFrameworks

references

Jesse Jones

Executive Producer, Hovercraft Studio
jessej31@gmail.com

Nate Wearin

Product Designer, SpotX
work@natewearin.com