

# OSCAR DADFAR

Student • Artist • Creator

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## Education

Morris Hills High School	98.7 GPA
AP Capstone Program	June 2017
Magnet Program for Math, Science, & Research	
Carnegie Mellon University	3.8 GPA
Bachelor's of Fine Arts	May 2021
Minor in Computer Science	
Minor in Physics	



## Skills

After Effects	Python	Video Editing
Flash Prof.	JavaScript	2D Animation
Premiere Pro	P5.JS • JQuery	Comp. Arts
Illustrator	Java	Web Dev.
Photoshop	C / C# / C++	Software Eng.
InDesign	HTML/CSS	
	Latex	

For additional skills, visit [cardadfar.com/skills](http://cardadfar.com/skills)



## Recognition

Dean's List	Fall 2017 - present
Perfect Attendance	Sept. 2009 - present



## Coursework

15-251	Great Theoretical Ideas in CS	Fall 2018
15-213	Intro to Computer Systems	Fall 2018
36-218	Probability Theory for CS	Fall 2018
60-411	Art and Machine Learning	Spring 2018
60-212	Interactivity & Computation	Spring 2018
	For Creative Practices	
21-127	Concepts of Mathematics	Fall 2017



## Service & Work

Associate Web Dev. [Fuerza Strategy]	> 3 months
Implemented websites for clients seeking digital & creative strategies for their companies	Jun. 2018 - present
Animation Intern [Move For Hunger]	2 months
Produced a 30 sec. 'Food Drive' ad from storyboards to animatic, editing & post production.	Jun. 2018 - Aug. 2018
Research Assistant [Studio for Creative Inquiry]	< 1 year
Developed batch scripts in Python for API image recognition services such as Google Vision, Amazon Rekognition, Affectiva, and more.	Oct. 2017 - present
Volunteer [Saint Clare's Hospital]	2,200 hours
Reception Desk • ER Transport • Gift Shop	Mar. 2013 - present

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## Projects

Skeleton Animation	Fall 2018
Training Pix2Pix on stick-figure & edge detected pairs of character assets to get character animation outlines.	
After Effects Plugin Development	Fall 2018
Polygon rendering environment in C++ that links OpenGL with After Effects SDK to render a sketch on edge-detected footage.	
Motion Capture Scripting	Spring 2018
Converts OpenPose 2D mocap data into keyframed vector graphics in After Effects using ExtendScript.	
Autonomous Environment Texturing	Spring 2018
Texturing a procedurally-generated semantic segmented city in Unity using Pix2Pix trained on the GTA V dataset.	

For additional projects, visit [cardadfar.com/projects](http://cardadfar.com/projects)



## Leadership

Instructor [Self-Led Animation Course]	Fall 2018
Teaching students video editing, motion graphics, & animation.	
Design Team Leader [Scotty Labs]	Fall 2018
Rebranding applications, websites, and hack-a-thons for Carnegie Mellon.	- Spring 2019
Project Advisor [Project Ignite]	Fall 2017
Providing High Schoolers with an interdisciplinary project-based education.	- present