Colin Parsons
casparsons@gmail.com
210.287.4820

Creative technologist specializing in digital fabrication

experience

Freelance CAD/CAM + Teaching | March 2012 - Present
Clients include Simon Starling, Harvey Moon, David Hull, Leviathan, luminAID, Miller Laboratory of Limb Motor Control, Chicago Police Department, FootTrafficker LLC, Inventables Inc.

School of the Art Institute: Advanced Output | Technician | November 2012 - August 2014
Operated & maintained laser cutters, 3D printers & 3D scanners. Created online video documentation for laser cutting. Managed a digital fabrication environment for students & faculty.

Inventables | Operations | April 2012 - October 2012
Launched an open source desktop CNC router kit (shapeoko.com/wiki). Streamlined operations of a rapidly growing company. Designed an online project documentation tool which combined digital source files, bill of materials & assembly instructions on a single page.

The Pocket Factory | Project Documenter | Feb 2012 - April 2012
Documented an experimental 3D printing road trip through Chicago, Ann Arbor, Detroit, Pittsburgh, New York & Boston. Captured photos & videos of 3D printing workshops as well as the prototyping & sale of 3D printed products.

Columbia College Chicago: Audio | Teaching Assistant | Sept 2010 - May 2011
Supplemented lectures, assisted beginning audio students in lab assignments, graded both practical & paper quizzes, provided constructive criticism for works in progress.

skills

CAD: SolidWorks, GeoMagic, Netfabb Professional, Rhino, Grasshopper
CAM: CNC routing & milling, laser cutting, vinyl cutting
3D printing: Stratasys Dimension 1200, Objet Pro30, Mcor Iris, various desktop FDMs
3D scanning: Kinect, Creaform Handyscan, Artec EVA, Nextengine HD
Coding: Processing, Wiring (Arduino), HTML5, CSS3, Javascript, PureData, MaxMSP
Other fabrication: welding (MIG/TIG), vacuum forming, machine knitting

education

Bachelor of the Arts | Audio & Acoustics | Columbia College Chicago | May 2011
• Audio curriculum included electronics, acoustics, sound cognition, digital editing, signal processing, studio recording & soundtrack theory
• Liberal arts curriculum included mathematics, philosophy, rhetoric, social science, game design, stage acting & theatre production