

COOPER BRISLAIN

Synesthetic Visioneer • Creative Coder

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VJ and Software Engineer specializing in synthesizing video production techniques with real-time environment parameterization, seeking opportunities to enhance event immersion and experience.

KEY SKILLS

Excellent written communication skills
Lifelong learner
Critical thinker
Ability to conceptualize complex systems
Adaptable and creative problem solving skills
Able to foresee potential future complications and constraints, designing for extensibility and scalability

EXPERIENCE

Motion Graphics Software Engineer & Visual Artist, Vektor Selektor, 2011-present

Created audio-reactive, realtime visual content for live music events using Unity, Quartz Composer, GLSL Shaders and Processing.

Design human-computer interaction schemes for controlling live visuals using control surfaces and gesture devices, including Wii Remote, Xbox Kinect, LEAP Motion, and various MIDI controllers.

Design projection and LED mapping for stages.

Solve complex technical challenges on location, using limited available resources.

Performed original content live before audiences of up to 10,000.

Software Engineer, BetterHelp, 2015-2016

Worked on an agile team to release iterative improvements to user experience based on data acquired from multivariate analytics.

Utilized XDebug for PHP to identify bottlenecks and reduce landing page load time by 40%, using caching, asynchronous loading, and optimized database queries.

Developed automated qualification and approval for financial aid applicants, freeing significant customer support resources.

Integrated billing system with Paypal's Braintree API, standardizing payment flow and allowing acceptance of new payment methods.

Software Engineer, Visions in Education, 2015-2016

Modernized student information portal.

Standardized course catalog and event listings.

Audited Wordpress extensions and determined optimization strategies to minimize overhead and points of failure.

Brought outdated code repository up-to-date.

Audited repository and codebase diffs to determine points at which undesirable behavior was introduced.

Developed strategies and solutions to avoid future complications.

Lead Software Engineer, Taylor Online Marketing, 2010-2017

Designed mySQL database for auto-shipping leads.

Built RESTful API for partners and affiliates.

Created embeddable form widget for use by affiliates and partners.

Redesigned system for greater extensibility, to both increase lead volume and offer additional cross-selling opportunities.

Designed tools for the reporting and visualization of lead data.

Automated regular or time-consuming tasks to improve efficiency and agility.

Software Engineer, Design Reactor, 2008

Developed interactive Flash landing page for Disney Parks 2008 campaign.

Produced pixel-perfect web materials for marketing campaigns, adhering to strict style guidelines.

Created rich, interactive user interface for agency portfolio, with dynamically populated content.

Software Engineer, Jupiter Hosting, 2007

Developed custom modules and features for in-house content management system. (Based on Joomla and Drupal)

Optimized MySQL queries for highly-trafficked websites.

Support Technician, UCSC Media Services, 2006-2007

Provided technical support to faculty and students using university media equipment including projectors, video cameras, audio systems, and computers.

Maintained readiness of pool of media equipment for rental and checkout, ensuring good working order, cleanliness, and presence of all included components.

Operated service vans on campus while observing high safety standards and awareness in accordance with an active campus with high pedestrian traffic.

Set up and struck A/V and other media equipment for on-campus events.

Event Crew, Plan-It Interactive, 2000

Set up and struck large interactive play systems for special events.

Regularly loaded and unloaded heavy equipment.

Operated rock-climbing wall, ensuring the correct use of safety equipment and procedures by participants.

Performed on-site troubleshooting and repair of R/C cars.

Drove box trucks with trailers on highway to and from events.

EDUCATION

UC Santa Cruz – Film & Digital Media • 2007

Napa Valley College; Napa, CA – Computer Science • 2002

COURSEWORK

| | | | | | |
|--------------------------|--------------------------|------------------------|------------------------|------------------|----------------------|
| Abstract Data Structures | Algorithms | X86 Assembly | Differential Equations | Discrete Math | Linear Algebra |
| Logic | Digital Media Production | Film Studio Production | Documentary Production | Film Theory | Digital Media Theory |
| Social Documentation | Java Programming | C Programming | AP Computer Science | Cisco Networking | |

TECHNICAL SKILLS

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|------------------------|----------------------|-----------------------------|-----------------------|----------------------------|------------------------------------|
| Full-Stack Development | Git | Unity | C# | LAMP | Linux |
| Apache | PHP | MySQL | HTML5 | SCSS | RegEx |
| Node.js | Javascript | JQuery | Front-End Development | Flash | Real-Time Graphics for Live Events |
| GLSL Shaders | Quartz Composer | Projection Mapping | Video Editing | Agile Development | Trello |
| Creative Coding | Arduino | Object Oriented Programming | MVC | Content Management Systems | Joomla |
| Wordpress | Adobe Creative Cloud | Photography | Video Production | Generative Art | Integration and Automation |
| Spiline Reticulation | | | | | |

ASSOCIATIONS

Visual Artist, Opulent Chill • 2017
 Visual Artist, Wormhole; Oakland • 2015–Present
 Visual Artist, Camp Question Mark • 2009–)(
 Technology Director, SCTV; UCSC • 2005
 Student Trustee, Napa Valley College • 2002

INTERESTS

Real-time audio-reactive music visualizations
 IoT Projects
 Generative Art

CORE VALUES

The end user's privacy and security is paramount.
Monetization shouldn't compromise utility.
The best thing to say when you don't know is that you don't know.