

# COOPER BRISLAIN

Software Engineer • Creative Coder

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Interdisciplinary Software Engineer and Visual Artist seeking role on a team developing innovative software around Augmented Reality, Virtual Reality, IoT, and other emerging fields.

## 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

- Unity
  - C#
- Full-Stack Development
  - LAMP
  - Linux
  - Apache
  - PHP
  - MySQL
  - HTML5
  - SCSS
  - RegEx
- Node.js
- Front-End Development
  - Javascript
  - JQuery
  - Flash
- Real-Time Graphics for Live Events
  - GLSL Shaders
  - Quartz Composer
  - Projection Mapping
- Video Editing
- Agile Development

- Git
  - Trello
- Creative Coding
- Hardware Development
  - Arduino
- Object Oriented Programming
  - MVC
- Relational Databases
  - MySQL
- Content Management Systems
  - Joomla
  - Wordpress
- Photoshop
- Illustrator
- Photography
- Video Production
- Generative Art

## 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

## ASSOCIATIONS

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

## EXPERIENCE

### Synesthetic Visioneer, Vektor Selektor • 2010–Present

Create audio-reactive, realtime visual content for live music events.  
Employ novel human interface devices including Lemur, LEAP Motion, WiiMote, Kinect, TouchOSC  
Design projection and LED mapping for stages.  
Solve complex technical challenges in fast-paced environment with limited resources.  
Performed live visuals for shows and festivals for world-class performing artists with up to

### Full-Stack Engineer, BetterHelp; Sunnyvale, CA • 2016

Reduced landing page load time by 40%.  
Automated financial aid application process.  
Implemented Braintree API.

### Programmer, Visions in Education; Carmichael, CA • 2015

Modernized student information portal.  
Standardized course catalog and event listings.

### Development Lead; Contractor, Taylor Online Marketing; Aptos, CA • 2010–2017

Developed and managed front/back-end solutions including database engine, APIs, data validation

### Flash/Motion Graphics Engineer, Design Reactor; Campbell, CA • 2008

Developed interactive Flash website for Disney Parks 2008 campaign.  
Assisted with localization for HP campaign  
Produced various PayPal promotional materials.  
Created Flash-based agency portfolio front-end driven by Expression Engine back-end.

**Programmer - L2, Jupiter Hosting; Santa Clara, CA • 2007**

Developed custom modules and features for in-house content management system. (Based on Joomla)  
Optimized MySQL queries for highly-trafficked websites.

**Classroom Media Support, UCSC Media Services; Santa Cruz, CA  
• 2006-2007**

Provided technical support to faculty and students using university media equipment including  
Maintained readiness of pool of media equipment for rental and checkout, ensuring good working condition  
Operated service vans on campus while observing high safety standards and awareness in accordance with  
Set up and struck A/V and other media equipment for on-campus events.

**Event Staff, Plan-It Interactive; Concord, CA • 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.

**Technical Support - Mac, InterX Technologies; Napa, CA • 1997-1998**

Provided support to users of MacOS System 7/8 as well as Windows 95 experiencing dial-up internet  
Assisted web designer with updates to company and customer websites.  
Taught introductory class for new Internet users.

**Mentor - CoreMUD • 1996-2000**

Created areas and experiences for text-based sci-fi online roleplaying game.  
Mentored new coders in observance of good coding practices, story and game-world guidelines.  
Created Auction system for trading rare in-game items.  
Monitored logs to detect the exploitation of bugs and unintended game imbalances by players  
Assisted with major transition and branch of code base.  
Played with Legos.