COOPER BRISLAIN

Oakland, CA 707-853-3731 Corislain@gmail.com PDF Portfolio

Software Engineer • Creative Coder

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 and scalability.

TECHNICAL SKILLS

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

EDUCATION

UC Santa Cruz - Film & Digital Media • 2007 Napa Valley College; Napa, CA - Computer Science • 2002

COURSEWORK

| Abstract Data Structuresv | 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 | |

EXPERIENCE

Full-Stack Engineer, BetterHelp, 2015-2016

Reduced landing page load time by 40%.

Automated financial aid application process.

Implemented Braintree API.

Synesthetic Visioneer, Vektor Selektor, 2011-present

Create audio-reactive, realtime visual content for live music events.

Employ novel human interface devices including Lemur, LEAP Motion, WiiMote, Kinect, TouchOSC, Arduino for live visual performance.

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 20,000 in attendance.

Programmer, Visions in Education, 2015-2016

Modernized student information portal.

Standardized course catalog and event listings.

Audited content-management-system 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.

Development Lead; Contractor, 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.

Flash/Motion Graphics Engineer, Design Reactor, 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, 2007

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

Optimized MySQL queries for highly-trafficked websites.

Classroom Media Support, 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.

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

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.