COOPER BRISLAIN

Synesthetic Visioneer • Creative Coder

KEY SKILLS

EXPERIENCE

Lighting R&D Engineer, Simple Machinists 2018

Lighting R&O Lengimeer, simple Machinines 2018

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Developed mining to the true in production and the field disquared using a bediese

Bernard on product design based on early prior measure analysis.

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Developed common Spectrum to reviework design analysis.

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

Software Engineer, BetterHelp 2015-2016

Worked on a agist team to release furnive inprovements to mor experience based on data acquired from mathburstes analysis.

Unified Militage for PRP to skirtly betteriseless and robes basing page in all one by 40°s, using collection, synchronous basing, and optioned destroyed and more provided and acquired for functional and approach functional and approac

Software Engineer, Visions in Education 2015-2016

Lead Software Engineer, Taylor Online Marketing 💆 2010-2017

Software Engineer, Design Reactor 2008

Software Engineer, Jupiter Hosting 2007

Developed custom modules and finatures for in-house content management system. (I Optizized MySQL quaries for highly-trafficked websites.

Support Technician, UCSC Media Services 2006-2007

Event Crew, Plan-It Interactive 2000

EVENT. CVEW, PIANT-LI AIRCRACTIVE — 2000

Set up admints lengtherense play systems for special resuns.

Regularly leaded and unboded heavy equipment.

Operand neck-clusting wall, ensuring the cornet us of safety appirent and precedure by participant.

Performed no-date translationating and regard of RC can.

Dress has tack with trailed on highory as and from counts.

TECHNICAL SKILLS

EDUCATION

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

COURSEWORK

Abstract Data Structures
Algorithms
XSS Assumbly
Differential Equations
Differential Equations
Elegic
Lingic
Lingic
Plan Stadio Production
Documentary Production
Documentary Production
Documentary Production
Annual Propagamaning
C Programming
C Programming
C Programming
C Programming

ASSOCIATIONS

Visual Artist, Opulent Chill • 2017 Visual Artist, Wormhole; Oakhad • 2015 - Presen Visual Artist, Camp Quenien Mark • 2009 - IV Technology Director, SCTV; UCSC • 2005 Student Trustee, Napu Valley College • 2002

INTERESTS

Generative Art Flow-Based Programming IoT

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.