COOPER BRISLAIN

Oakland, CA

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PDF

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

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 |

EXPERIENCE

Full-Stack Engineer, BetterHelp; Sunnyvale, CA • 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; Carmichael, CA • 2015-2016

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, and data-routing deployed across 500+ websites and affiliates.

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

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 • 2007-2007

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; Santa Cruz, CA • 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 Staff, Plan-It Interactive; Concord, CA • 2000-2000

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 connectivity issues.

Assisted web designer with updates to company and customer websites.

Taught introductory class for new Internet users.

Mentor, CoreMUD; • 1996-2000

Created in-game stories, experiences, and spaces for text-based sci-fi online roleplaying game.

Mentored new coders in observance of good coding practices, story and game-world guidelines, balance, and quality.

Created Auction system for trading rare in-game items.

Monitored logs to detect the exploitation of bugs and unintended game imbalances by players seeking to gain an unfair advantage, and issued fixes.

Assisted with major transition and branch of code base.

Played with Legos.

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.