# LUKAS HERMANN

ARCHITECTURE STUDENT + CREATIVE TECHNOLOGIST

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## EDUCATION

**Carnegie Mellon University**
Bachelor's of Architecture, Class of 2022

**Relevant Coursework**
Architectural Design Studio
Digital Media I & II
Parametric Modeling
Scripting & Parametric Design
Electronic Media Studio

## EXPERIENCE

**Installation Designer/Developer at Project Amelia (Fall 2019)**
-Designed and implemented Kinect based visual experience

**Creative Technologist Intern at The Mill (Summer 2019)**
- Implemented experiential game mechanics in Unity & Unreal Engine
- Implemented shaders and effects for installations
- Managed controller iOS app & OSC Data
- Researched relevant tools and assessed utility for projects

**Web Developer at CMU SoA Exchange (Spring 2019)**
- Designed and implemented website using WebGL and React
- Managed and deployed Raspberry PI installation

**Designer & Web Manager at Wats:ON Festival (Fall 2018 - Spring 2019)**
- Created GIFs for web archive using WebGL and After Effects
- Created brand related assets
- Updated and managed website

## SKILLS

**Programming Languages**
-GLSL
-JavaScript
-HTML/CSS
-Python
-C#
-Swift

**Tools + Frameworks**
-WebGL
-openFrameworks
-THREE.JS
-React
-Raspberry PI

**Software**
-Rhino + Grasshopper
-Adobe Suite
-Houdini
-Unity
-TouchDesigner
-Figma