

Zurich University of the Arts: Student, Master of Arts Interaction Design (February 2016 – Present, Zürich)

- Studies design principles and process, as well as particular questions in designing interactive systems
- Self-directed research, design, and execution of a master's thesis project
- Self-directed study of computer graphics techniques, graphics programming, geometry, and generative design

Passions, Interests: Generative design, procedural generation, geometry, real-time rendering, low-level programming, chaotic systems, graphics and interactive programming

Technical proficiencies: languages, libraries, and tools that I like

- I've done nontrivial projects in: Rust, C++, Javascript (ES5 and ES6), Python, Coffeescript, Java, PHP
- I've worked in both the object-oriented and functional paradigms. I like learning new languages and their idioms
- Among others, I've used: Cinder, glum.rs, openFrameworks, Processing, React, Express, D3, Immutable.js
- I can make interactive visuals in 2D or 3D with: OpenGL, WebGL, SVG, Canvas 2D, Processing
- I'm proficient with these tools: Git, Make, Xcode, Webpack, the UNIX shell, handrolling Python or Node scripts
- I delivered technical talks at SwissJS 2015 and Open Source Bridge 2014

Interactive Things: Interaction Engineer (August 2014 – February 2016, Zürich)

- Wrote bespoke web data visualizations, javascript libraries, analysis tools, and dashboards
- Collaborated extensively with other developers, comfortable as primary dev or jumping into an existing project
- Worked closely with designers, project managers, and clients to deliver projects on-time and on-budget
- Built backend infrastructure, REST APIs, database I/O, data ETL programs
- Built responsive layouts and mobile-ready user interactions
- Kept up to date with the latest in web development, one of the fastest-changing fields in technology

Periscopic: Junior Developer and Data Scientist (October 2012 – July 2014, Portland)

- Front-end developer of data visualization software using Javascript and HTML5
- Provided initial data analysis and developed quick prototypes to aid conceptualization and design
- Developed a thorough knowledge of Javascript and the whole constellation of web technologies
- Learned to code on the job, self-directed with guidance from coworker mentors

Some of the projects I contributed to as a member of the teams at Interactive Things and Periscopic:

- [A visualization of demographics in the city of Zürich](#)
- [A map of changing political support over time in Switzerland](#)
- [A map of survey results from US small business owners](#)
- [An interactive tool for exploring a massive database of all US patents](#)
- [A data-art piece for Adobe](#)
- [A visualization of gun homicide data](#)

Mentor Graphics: Analyst, Sales Operations (May 2012 – September 2012, Portland)

- Produced detailed and thorough statistical analysis and forecasts of sales data for a global software company
- My work and models were presented to company executives
- My recommendations changed revenue planning for a multi-million dollar revenue stream

Reed College Economics Department: Research Assistant for Prof. Denise Hare (Summer and Fall 2011)

- Collaborated on a peer-reviewed research paper which was presented at an academic conference
- Responsible for statistical tests and modeling
- Worked as a tutor. I still believe the best way to learn something thoroughly is to teach it!

Reed College: Bachelor of Arts, Economics, 2012

- Thesis Title: "Fear and Fortune in the Political Economy of Civil War: Evidence from Ghana and Sierra Leone"

Languages: English (native), German (C1 / ILR level 3), French (B1 / ILR level 2)