Ramsey Nasser

Skills

Computer Languages

Clojure, C#, JavaScript, Objective-C, C, C++, Ruby, PHP, Python, Java, XML, XHTML/CSS, ActionScript 3, SQL, Processing, Bash Scripting, LaTeX, Haskell, Prolog

Software

Unity 3D, Apache, MySQL, Photoshop, Illustrator, InDesign, Wordpress, jQuery, SketchUp, sqlite, lighthttpd

Selected Work

Livecode.NYC — *Livecoding Collective, 2016 - Present*

- Founded language-agnostic programming collective with creative coders across New York City focused on performative live coding
- Host bi-weekly meetings to share tools, insights, and experiences
- Organize concerts, parties, and workshops around livecoded music and visuals

Playable Fashion — *Afterschool Workshop, 2012 - Present*

- Run a free afterschool workshop for highschoolers teaching electronics, fashion design, game design, and coding
- Developed curriculum, run workshops in person, train teachers, and write grants
- Target students from underrepresented populations of New York City
- Playable Fashion is a collaboration with Kaho Abe and is supported by Eyebeam Art and Technology Center

Arcadia — *Integration of Clojure and Unity3D, 2014 - Present*

- Integrated a new programming language to a proprietary game engine
- Exploring the implication of live functional programming on game development and design
- Supporting a community of users as they learn the tool and make their own games
- Arcadia is a collaboration with Tims Gardner has been the subject of multiple public talks

قلب — *Arabic programming language and calligraphy series, 2012*

- Designed and implemented a programming language entirely in Arabic as part of my Eyebeam fellowship exploring code as a medium of self expression
- Interrogated the impact of human culture on programming languages and the nature of a "learnable" language
- Implemented classical computer science algorithms in قلب and laid their source code out as calligraphic mosaic pieces in the traditional Square Kufic style
- قلب was shown at Eyebeam's 2013 Final Year Showcase event and has been the subject of multiple articles and talks

Swordfight — *Physical game, 2012*

- Designed unique physical game that uses hacked Atari 2600 controllers and strap-on harnesses to force players into awkward semi-sexual contact
- Designed and built controllers and circuits, taking into account external aesthetics and internal space constraints
- Awarded "Best Spectacle" at Come Out and Play 2012 where it debuted
- Press coverage includes indiegames.com, The Escapist, Random Encounter!, and Kotaku
- Swordfight was a collaboration with Kurt Bieg

Zajal — Low-barrier to entry programming language, 2010 - Present

- On going exploration into new semantics for creative coding
- Original incarnation combined Ruby and openFrameworks, current incarnations involve ClojureScript and the web
- Shown at the Kellen Gallery in New York and the High Museum in Atlanta
- Originally developed at Parsons as part of my M.F.A. thesis work and at during my residency at Karaj Beirut

Residencies

- Resident at Lower Manhattan Cultural Council *2014*
- Fellow at Eyebeam Art + Technology Center *2012 – 2013*
- Resident at Karaj Beirut *2011*

Teaching

- New York University Tandon School of Engineering Integrated Digital Media *2015 - Present*
- School for Poetic Computation *2014 - Present*
- Parsons The New School for Design MFA Design and Technology *2014 - Present*
- New York University Interactive Telecommunications Program *2014*
- Pratt Digital Design and Animation *2013*
- Eyebeam Playable Fashion *2013 - Present*

Education

- M.F.A., Design & Technology – Parsons The New School for Design
- B.S., Computer Science – American University of Beirut
- I.B. Diploma – American Community School of Beirut

Human Languages

Fluent English and Arabic, Embarrassing French

Interests

Motorcycling, photography, theater, world cup football, oriental precussion, jazz, architechture, fine cheeses, and recreational mathematics