**Oliver Flatt**

**Experience- a journey of programming and art.**

*Python, Java, Racket, HTML, Typescript, CSS*

Bearly Dancing- *Python*

* Two years of work as the creator of music rpg game Bearly Dancing.
* Procedural art generation.
* Algorithmic generation of music using compositional rules and probabilistic constraints.
* Demo at bearlydancing.com- set to release on Steam within a year

Research- *Python*

* the papers HAMT and Wave- see website.

Teaching- *Processing/Java, Python*

* Three years of teaching programming to middle school children in the GREAT camps program at the University of Utah during the summer (Internship then paid position)
* Programming with Processing group lessons on weekends.

Web development- *HTML, Typescript, CSS, Racket*

* Computer science web portfolio at oflatt.com.
* Visualization of floating point error using newton’s method at oflatt.com/gravigon
* The Bearly Dancing website at bearlydancinng.com

Events- *Racket and many other languages*

* Two Strange Loop conferences
* Four Racket Con conferences.

**Education- University of Utah Computer Science Major with Math Minor**

* CS 2420- Algorithms and Data Structures (*Java)*
* Accelerated honors multivariable calculus
* European Politics
* Graduate of the International Baccalaureate program

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