

# TUCKER WOOD

(She/They/He)

Portland, OR / Phoenix, AZ  
<https://polygeist.lil.github.io/portfolio-site/>

+1 971 645 6873 | twood@archetyp.com

## SUMMARY

I'm a generalist programmer, problem solver, and artist, employing a wide variety of software and physical fabrication tools to address artistic, business, and design challenges. I believe strongly in interdisciplinary thinking and developing for customers as people, not numbers, and reflect those beliefs in my work. As creators, it is our responsibility to bring joy and play into the world.

## EXPERIENCE

### WEB & SOFTWARE DEVELOPER

[Archetyp Alpine Wine & Spirits](#) | Canby, OR

Mar 2023 – Present · 1 yr 6 mos

Responsible for developing both internal and public-facing software to meet Archetyp's unique needs as a company intersecting the roles of importer, distributor, and retailer. Developed a Commerce7 integration utilizing p5.js to dynamically generate product catalogs savable as high-quality vector PDFs, driving trade sales as well as club signups. Other responsibilities include web content curation and assembly, copy editing, inventory management, warehouse and logistics support, and vendor relations.

### BRICK SPECIALIST

LEGO Brand Retail | Tigard, OR

Nov 2021 – Aug 2022, May 2023 – Aug 2023 · 1 yr 2 mos

Delivered a signature and memorable experiences for LEGO Store guests, inspiring joy and play as well as driving store sales and contributing to friendly workplace culture.

### TEACHER'S ASSISTANT (VOLUNTEER)

Oregon Museum of Science and Industry | Portland, OR

Dec 2020 – Apr 2021 · 5 mos

Engaged and inspired K/I students to develop a lifelong passion for learning and science. Delivered critical educational support during the height of the pandemic's first wave.

## PROJECTS

**ARCHETYP CATALOG GENERATOR:** Utilized p5.js and REST APIs to create dynamic SVG product catalog

**MOSAIC GENERATOR FOR LEGO® BRICKS:** Processes photo input into SVG graphics for mosaic MOC instructions using p5.js

**DIJKSTRA'S SHORTEST PATH SOLVER:** C++ program takes text input of any sized graph to find shortest path between two nodes

**CLAW GAUNTLET:** 3D printed and fitted with Arduino electronics, takes gesture input to mechanically operate claws

**SCRAP THEREMIN:** Built with recycled materials and MaxMSP, transforms body position into music without direct contact

**"HORDEKEEP" ART PORTFOLIO:** Concept art portfolio using Adobe Photoshop, Blender, and more for fictional game "Hordekeep"

## EDUCATION

### COMPUTER SCIENCE (BS)

ASU Fulton Schools of Engineering | Tempe, AZ

Aug 2022 – May 2026 · Ongoing · 3.90 GPA

### MEDIA ARTS AND SCIENCES (MEDIA PROCESSING) (BS)

ASU Herberger Institute for Design & the Arts | Tempe, AZ

Jan 2024 – May 2026 · Ongoing · 4.09 GPA

**SKILLS (Experienced)** JavaScript, CSS, HTML5, p5.js, C++, MaxMSP, **(Familiar)** Java, C, C#, Adobe Photoshop, Blender

## INTERESTS

- MOC Building with LEGO® Bricks
- Media Processing in Art
- Digital/Physical Systems
- Natural Exploration & Photography
- Jugger (5v5 Team Combat Sport)
- Cooking & Baking