



zach@anemon.es

[github](#) | [cv](#)

San Francisco

## Open Work Labs (2019)

- ▶ created product prototypes and established a visual design identity for an early-stage company
- ▶ conducted user tests and used findings to design, implement new prototypes.
- ▶ wrote maintainable, declarative code for in-production codebases built on top of experimental web3 libraries

## University of Chicago (2015-19)

At UChicago, I taught myself web and video-game development and devoted much of my time to relational community organizing. My studies encompassed a wide range of fields from ecology to political theory, and lent me the diverse perspectives I bring to bear on my work today. Maybe the most important skill I picked up was the ability to teach myself anything whether it's a programming language or a design approach.

- ▶ *Latin American Studies / Media Arts and Design*
- ▶ *Thesis:* [Campeones de la WWW](#) (Playfulness in Latin American net.art)
- ▶ *Some classes:* Intro to Programming I & II, Statistical Methods, Image + AI, Virtual Reality Production, Data and Algorithm in Art, Computers as Metamedium
- ▶ GPA: 3.6
- ▶ *Honors:* Dean's list (2015-19), National Merit (2015-19)

## Neubauer Collegium (2018)

- ▶ created a [web scraper](#) to construct searchable database of [nettime](#) emails.
- ▶ analyzed listhost archives, artist interviews and essays, contemporaneous articles for my [B.A. thesis](#)
- ▶ [presented](#) findings at a closing symposium

### **Things I'm good at:**

- ▶ picking up new programming languages, frameworks, and tools
- ▶ creating designs that aren't cookie-cutter copies of every other flat-design web app
- ▶ cutting through the tech echo chamber

**Tools I use professionally:** HTML/CSS/JS, React, Redux, NodeJS, Git, Figma, Inkscape

**Languages and tools I want to start using at work:** Haskell, Rust, Purescript, Elm, Racket, Webflow

## Smart Museum (2018-19)

- ▶ used web and game dev frameworks in concert to create engaging, novel [interactive artworks](#) for the web and gallery spaces
- ▶ collaborated with other artists to stage a [series of audiovisual performances](#) (the first project listed in link) using various combinations of [Unity](#), livecoding [GLSL](#), PureData, Ableton, and a [web-connected](#) audience

## Reclaim Chicago (2015-19)

- ▶ organized for the Fair Elections Ordinance to get corporate money out of Chicago politics
- ▶ coordinated UChicago Student Action electoral work