

zach@anemon.es

<u>github</u> | <u>cv</u>

San Francisco

I research, design and build cute humane tech

<u>Open Work Labs</u> (2019)

Product Developer

- ▶ 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. The most important skill I picked up was the ability to teach myself anything whether it's a programming language or a design approach.

- ▶ B.A. with Honors Latin American Studies
- ▶ Minor in Media Arts and Design
- ► Thesis: Campeones de la WWW (Playfulness in Latin American net.art)
- ▶ GPA: 3.6

Neubauer Collegium (2018)

- ▶ created a <u>web scraper</u> to construct searchable database of <u>nettime</u> emails.
- ▶ analyzed listhost archives, artist interviews and essays, contemporaneous articles for my <u>B.A. thesis</u>
- presented findings at a closing symposium

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

Things I'm good at:

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

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 <u>series of audiovisual performances</u> (the first project listed in link) using various combinations of <u>Unity</u>, livecoding <u>GLSL</u>, PureData, Ableton, and a <u>web-connected</u> 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