






Sam Heckle

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EDUCATION

Master of Professional Studies - Interactive Telecommunications Program | New York University
May 2022

Bachelor of Science - Game Design and Development | Rochester Institute of Technology
Minor in Political Science
December 2018

WORK EXPERIENCE

New York University | Post-Doctoral Research Resident

A research-based fellowship that operates as a space between department administrative tasks such as organizing events and advising students, along with conducting personal research. Specifically, focusing on teaching graduate and undergraduate students about JavaScript, but also working on self-driven projects pertaining to interests in machine learning, text generation, and poetry. *Skills: JavaScript, Node.js, Python*
August 2022 – August 2023

Washington Post | Full-Stack Software Engineer - Intern

Built and maintained the content management system that journalists and editors use to write articles published online. Focused on accessibility features for low-vision users, including designing, developing, and working closely with users to perfect each element. *Skills: JavaScript, React.js, Express.js*
May 2021 – October 2021

Walt Disney Company | Software Engineer

On the Guest Account Management team for Walt Disney World and Disneyland parks. Working as a backend developer to link guest accounts to guest services on web and mobile. *Skills: Java / Tools: Splunk, AWS, MySQL, JMeter*
April 2019 – January 2021

Microsoft | Software Engineer - Intern

Worked on the Cortana Runtime team as a Software Engineer for first party skills. Using their proprietary platform, implemented corrections in selection-based queries. Developed and tested code, ultimately pushing it to production by the end of the internship. *Skills: C# / Tools: SQL Server*
Summer 2018

TEACHING EXPERIENCE

New York University | Interactive Telecommunications Program | Adjunct Faculty

Networked Media* – An undergraduate class that is half media-theory and half full-stack web-development teaching students how to use *DigitalOcean, HTML/CSS, JavaScript, Node.js, Express.js*

Blessed/Blursed/Cursed – A media theory class focused on project development and modern media analysis.

Interactive Computational Media – An introductory programming class for graduate students studying computation and applying it to creative endeavors focusing on *JavaScript* and *p5.js*

Capstone – A studio-based class focused on nurturing a final project for seniors in undergrad, with a focus on feedback and critique.

Spring 2023 – present

School of Visual Arts | BFA Design and Advertising | Part-Time Faculty

Experimental Coding* – Introducing undergraduate designers to creative coding using *JavaScript* and *p5.js*.

Fall 2023 – present

The New School | Design & Technology | Part-Time Faculty

Creative Machine Learning* – For undergraduate students, exploring the modern uses of machine learning and how to ethically apply it to your art practice with a focus in *Python*.

Fall 2023

* Indicates original course design and syllabus

PROJECTS, TALKS, AND EXHIBITIONS

limerance – samheckle.github.io/limerence/public

A small experimental website built for an online magazine. Uses Python to generate text from Roland Barthes's *A Lover's Discourse*. Puts generated text on a basic HTML site that uses p5.js for the graphics. *JavaScript, p5.js, Python*

Spring 2023

forms of relations are wounds /// – corpusof.gay

A digital zine focused on queer representation in media. Uses p5.js to control different interactions for each page. Each page was built as an individual project over 7 days. Hosted on *DigitalOcean* built with *JavaScript, p5.js*

Spring 2023

Exhibition October 2023 – allstnyc.com/virtu-all-october

Don't Look for the Love of God – samheckle.com/thesis

An Electron application ported to a Raspberry Pi. A non-linear zine that is presented as a series of popups. Each popup represents a page with procedurally generated text and images. Completed as ITP Thesis. *JavaScript, Python, Electron.js*

Spring 2022

Talk Spring 2022 – vimeo.com/715867942

Plant Finder Names – samheckle.github.io/hosted/plant-finder-names

A small webpage that allows users to use their webcam to identify their houseplants and names them using the Pet Finder API. Completed as a part of a summer Washington Post hackathon. *JavaScript, p5.js, Tensorflow.js, Pet Finder API*

Summer 2021

Talk Summer 2021 – youtu.be/Ym8fv9i_M4w?si=0M1RSgYHoliRia-V

SELECTED SKILLS & TOOLS

JavaScript	Node.js	C#	Python	Flask	MySQL	AWS
React.js	Java	HTML / CSS	Git	D3.js	Splunk	DigitalOcean