Sean Scanlan

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Experience

Channel Studio – Creative Agency   2020 – present
Lead Developer

- Lead developer for websites for New Museum Now, DevlinHair, and the Media Archeology Lab.
- Working with tools such as React, Redux, GraphQL, NextJS, Vue, and Contentful to build and deliver state of the art websites.

Urban Front – Research Group   2019 – present
Lead Creative Technologist

- Designed and constructed 27'x9', three-projector interactive artwork for the 2019 Chicago Architecture Biennial.
- Currently designing and building interactive work for the 2021 Venice Architecture Biennale.

Parsons School of Design – University   2019
Teaching Fellow

- Summer teaching fellow, ran a studio class on programming for digital art.
- Ran an elective course on glitch art using manual and programmatic methods.

Arthur Ou – Artist & Professor   2018 – present
Research/Artist Assistant

- Ongoing assistance in creation of work to be shown in 2021, using real-time weather data to control stepper motors and draw on photo negatives with light.

Kettle – Digital Agency   2014 – 2018
Front End Developer

- Front end developer on websites for clients such as Pepsi, NYC Government, Town Sports, and New Museum.
- Co-developed the Madlibs iOS app (using Titanium), which was featured in the App Store as both a top new game and a top app.
- Prototyped interaction and animation intensive webpages for Apple.com, then worked alongside Apple in-house developers to bring these concepts to fruition.

Education

Parsons School of Design   2018 – 2021
MFA Design & Technology

- MFA candidate focusing on digital art.

Sarah Lawrence College   2008 – 2012
Mathematics, Studio Art

- BA in mathematics and studio art.