SPENCER CAPPIELLO

Experience Developer   spencercappiello.com   spencercap@nyu.edu   +1.949.466.7545

EDUCATION

NYU Tandon School of Engineering   2018
Integrated Digital Media, B.S. – *Brooklyn, NY*
Magna Cum Laude + Founders Day Scholar.

NYU Steinhardt Graduate Program   2017
Berlin + Kassel, Germany
Global contemporary art course focusing on the Documenta 14 exhibition. Curriculum included meetings with artists, curators and critics.

San Francisco Art Institute   2012 + 2013
San Francisco, CA
Film photography, lithography + screen printing.

EXPERTISE

Design
Illustrator, Sketch, Photoshop, Cinema4D, Maya, Rhino, Photography, Videography, Screen Printing

Media
Ableton, Final Cut Pro, Unreal Engine, VR, AR

Hardware
3D Printing, Laser Cutting, EAGLE, Physical Computing

Code
HTML5, CSS, JS, Node, Python, WebGL, Processing, Arduino, Max MSP, Android Studio

EXPERIENCE

Monohm Inc *Berkeley, CA*   2014 – Present
Hardware Engineer + App Developer
Design and develop circular user interfaces + prototype hardware for Runcible, the first smart pocket watch.
https://igg.me/at/runcible

Relevant Motion *Brooklyn, NY*   2017 – Present
Experience Developer
Re-engineered Notch Bluetooth sensors to enable real-time, full-body motion capture for a completely mobile virtual reality experience of gamified physical therapy exercises.
Featured in NYU Engineering News: https://goo.gl/E1NW1J

NYU MAGNET *Brooklyn, NY*   2016 – 2018
Fabrication Lab Manager
Assisted students creating interactive tech and maintained makerspace tools and machines, including: 3D printers, laser cutters, CNC routers, soldering stations, sewing machines, etc.

Locus *Brooklyn, NY*   2017 – 2018
Founder + Lead Engineer
Conceived and prototyped an absolute position tracking solution for VR, AR + motion capture using ultrasonics + selected for NYU I-Corps summer program, following lean launchpad methodologies + recipient of NSF grant funding.
Featured in NYU Engineering News: https://goo.gl/9ekqzv

Guggenheim Foundation *New York, NY*   2017
Interactive Intern
Modernized the Guggenheim.org website for best practices and accessible design. Presented competitive analyses of museum exhibition webpages and events calendars.

VESSEL *Brooklyn, NY*   2017
Experience Developer
Conceived, directed and coded an interactive motion capture dance performance. Participants engaged in a virtual conversation where responses and movements were then projection-mapped around the space.

MEMS Soundfield Microphone *New York, NY*   2017
Hardware Engineer
Designed, built and tested a low-cost ambisonic microphone. Published white paper + won SDC award at AES 2017.

FREEdge *Brooklyn, NY*   2017
Full-Stack Developer
Enabled remote monitoring of inventory for NYU Tandon's community-sharing smart refrigerator by developing a progressive web app entry system optimized for iPad.

Sounds of New York City *New York, NY*   2016
Sensor + Field Engineer
Performed upgrades, repairs and installations of sensor nodes in the distributed IoT mesh network for large-scale noise reporting. New York Times feature: nyti.ms/2jF7siK

Sonancy *Brooklyn, NY*   2015
Experience Developer
Created an immersive and interactive spatial audio installation using motion capture to manipulate binaural positioning of virtual instruments around a space - an experiment in interaction design of virtual soundscapes.