Sam Ticknor

artist, creative technologist

contact | srticknor@gmail.com
website | samt.xyz

Education

Carnegie Mellon University | Pittsburgh, PA
Bachelor's of Fine Arts | Minor in Computer Science
Graduated May 2015 with University and College Honors

Selected Experience

Instructor & Web Designer/Developer | Pixel Academy | Brooklyn, NY
Sept 2015 - March 2016
- Taught 3D modeling and video game development in NYC classrooms
- Designed and developed CAMP/pixel website for Pixel Academy's 2016 technology summer camp

Creative Intern | Deeplocal | Pittsburgh, PA
June 2015 - August 2015
- Developed custom hardware and hardware/software-integrated projects to be fabricated and delivered to clients and brands
- Worked on interactive parade floats, tweet-activated candy dispensers, and a robotic garden

Software Developer & Interface Designer | The ChemCollective | Pittsburgh, PA
January 2014 - December 2014
- Developed a browser based virtual chemistry laboratory using Backbone.js
- Designed laboratory interface and interactive SVG glassware
- Engineered SVG parsing tools to aid in online lecture note creation

Makeshop Staff & Software Developer | Children's Museum | Pittsburgh, PA
August 2013 - January 2014
- Worked with the exhibits team to develop software for an interactive sculpture in *XOXO: A traveling exhibit about love & forgiveness*
- Taught at Makeshop, specializing in programming and electronics

Awards

Interdisciplinary Project Award
Awarded in May 2014 by Carnegie Mellon University School of Art

The Henry Armero Memorial Award for Inclusive Creativity
Awarded January 2014

Group Exhibitions

The Food Show | Local Project | Long Island City, NY | March 2016
Some Preservatives | Miller Gallery | Pittsburgh, PA | May 2015
Flash | Future Tenant | Pittsburgh, PA | April 2015

Skills

Programming | JavaScript, HTML5, CSS3, Processing, Python, C
Art | Painting, Printmaking, Animation, Sewing, Video