

andrew cotter

computational art + design

Professional Experience

2022 – 2025

Senior Creative Technologist @ The LAB At Rockwell Group

- Technical lead on several projects, cultivating work from concept stages with clients all the way to production with fabricators
- Lead R&D efforts in the LAB for developing novel applications of emerging tech to studio and firm-wide efforts including mixed reality and sustainability
- Mentored junior and intern technologists and onboarded them with team tech stacks

2021 – 2022

Creative Coder @ Meta

- Prototyped and polished new methods of sharing on the Facebook platform through SparkAR.
- Researched and prototyped engaging integrations with Meta Horizon Avatars for sharing across Meta platforms

2018 – 2021

Freelance Creative Technologist

Crafted graphics, networking, and physical computing solutions for clients to bring exhibits and brand activations to life through interactive software.

Clients Included:

- Google
- Hulu
- The Smithsonian Institute
- Local Projects
- Red Paper Heart
- Active Theory
- The LAB at Rockwell Group

2017

Coding Intern @ Red Paper Heart

Helped to design, prototype, and build interactive installations and experiences for commercial clients.

2014 – 2016

Interaction Developer @ Night Kitchen

Lead design/development research by exploring new tools for the web and exhibit experiences and demonstrated prototypes and findings to the rest of the team.

contact

andrewcotter.io

cotter.andrew.p@gmail.com

Teaching Experience

2021 – Present

Adjunct @ NYU Integrated Design & Media

Classes: Creative Coding, Advanced Creative Coding with WebGL

2018 - 2020

Adjunct @ Parsons Design & Technology

Classes: Creativity and Computation, Creative Coding with Unity

Skills

Adept

- Unity3D (C#, VR/AR/MR)
- WebGL (Three.js, Pixi.js, React Fiber)
- Arduino/Physical Computing
- JS Runtimes (Node.js/Electron/Deno)
- Front-End Web (HTML/CSS/JS)
- Well-versed in most desktop operating systems: Windows, MacOS, and Linux (eg Ubuntu, Fedora, Debian, NixOS)

Intermediate

- Shaders (GLSL/HLSL)
- TouchDesigner
- Vue/React/Svelte
- openFrameworks/Cinder(C++)

Familiar

- Adobe CC (esp. Ps, Ai, Id, Lr)
- Rust
- iOS/Swift (UIKit, SwiftUI)
- Python/Jupyter Notebook
- Unreal Engine
- Blender

Education/Honors

2018

MFA Design & Technology @ Parsons

President of Dorkshop, a student-lead skill-exchange organization

2014

BS Industrial Design @ University Of The Arts

President of Literary Society

2010

Attained The Rank Of Eagle Scout

BSA Troop 139