#### **SEAN SCANLAN**

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# **Experience**

**Deeplocal** 2021 – present

Senior Creative Technologist

- Building interactive experiences for companies such as Google, General Mills, and Facebook.
- Assisting in concepting, pitching, and creative direction.

#### **Parsons University**

2021 - present

Part Time Faculty

Teaching Critical Computation lab, an introduction to computation as an expressive medium.

**Urban Front** 2019 – 2021

Lead Creative Technologist

- Worked alongside a group of designers to build and implement large, interactive installations in museums highlighting issues around architecture and urban development.
- Designed and built installations for the Chicago Architecture Biennial (2019) and the Venice Architecture Biennale (2021).

#### **Parsons University**

2019

**Teaching Fellow** 

Structured and taught a course on code as creative as creative medium to incoming graduate students in the Design and Technology program.

**Self-Employed** 2018 – 2021

Artist and Research Assistant

- Worked with different artists to incorporate technology into their processes or final work.
- Selected projects include: using a pen plotter with a fiber-optic cable to write with light on photo-negative prints, and manipulating real-time radio wave data projected onto sculptural forms.

**Kettle** 2013 – 2018

Front End Developer

- Specialized in building out highly interactive and animation intensive websites.
- Front-end development for clients including Apple, New Museum, and Penguin, among others.

## **Education**

# Parsons School of Design

2018 - 2021

MFA, Design and Technology

## Sarah Lawrence College

2008 - 2012

BA, Mathematics and Studio Art