Violeta Lopez-Bumgartner (Violet Forest)
Creative Technologist

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Education

School of the Art Institute of Chicago
Master of Fine Arts
Art + Technology · 2016
Web Art, Creating Coding,
Game Development,
openFrameworks,
Arduino, Processing

Florida International University
Bachelor of Arts in Art
Minor in Art History · 2012
Film Photography, Time-based
Arts, Experimental video,
History of Documentary
Photography

Miami Dade College
Associate in Science
Graphic Internet Technology · 2009
E-commerce development,
Graphic Design, After Effects,
HTML/CSS/Javascript

Work Experience

Various Projects · *Present - 2021*
Snapchat, Blockchain projects · Contract
Commissioned by Snap to create a Lens for the Spectacles Augmented Reality glasses.
Commissioned by Snap to demo the Spectacles AR Glasses at Augmented World Expo.
Seeking grants & funding for prototyping javascript blockchain projects and AR hackathons with Snap.
Creating video and interactive art with AI tools and three.js to sell with NFT galleries and NFT platforms.

Front End Developer & Community Coordinator · *2021*
Hicetnunc.xyz · Part-time
Worked alongside the founder of an NFT platform fixing bugs and prototyping front-end features in React.
Tracked Github Issues, wrote the Github Wiki, helped artists with technical support, & worked as a Discord Moderator.

Opensource Fellow - Mirru App · *2021*
Tweag I/O · 3 month contract
Designed and built an opensource Android bluetooth app using Google Mediapipe handtracking to control an
opensource prosthesis hand with a phone's camera.
Featured on the Google Developer's blog -
https://developers.googleblog.com/2021/05/control-your-mirru-prosthesis-with-mediapipe-hand-tracking.html

UX Design Technologist · *2020 - 2018*
Volkswagen Future Center · Fulltime
Researching, concepting, developing & testing in-car prototypes for self-driving vehicles.
Directing, coordinating, and executing user tests and interviews.
Leading & concepting the product vision.

* Concepts and prototypes for UX solutions using facial recognition, pose recognition, and eye tracking.
* An audio-reactive visualization using Unity's VFX and ShaderGraph.
* UI flows using state-machines in Unity.
* Prototype for a mixed-reality experience in virtual reality using LeapMotion.
* Prototypes for automated systems using MQTT, Touchedesigner, wifi Microcontrollers, and raspberry pis.
* Concepts and designs for voice and digital assistants.

Unity Developer · *2019 - 2017*
Next/Now Agency, Midwest Immersive, CanvasChi · Contract
Developing for VR, AR, and kiosks with Unity.
HTC Vive, VRTK, ARFoundation, openCvforunity, UI dev, game mechanics

Front End Developer · *2018 - 2015*
Someoddpilot, Studio 424, Protaventures, SOCIALDEVIANT · Freelance & Contract
Worked with various design studios developing & deploying desktop/mobile sites and kiosks.
NPM, SSH, node.js, Gulp.js, Angular JS, React Native, Three.js, WebMidi, Google Maps API

Personal Projects

Hackathons
2019 - Cloud XR Hackathon
AR Unity Developer

2019 - Volkswagen Future Center
Unity Developer

2017 - SheHacksChi
Front-end Developer

Mobile Apps
2020
Computer vision + AR App
Currently in Test Flight

2015
Cybertwee Headquarters
Apple & Google Play Store
Unity

Residencies + Collectives
2019
Creators Lab Residency
Factory Berlin
Unity Developer

2015-2019
Cybertwee Collective
Founded a digital arts community
advocating for females in tech and
online privacy awareness.