

anton strilchuk

ABOUT

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CODE

Python
JavaScript
C++
Embedded C
Java
UNIX Shell
Perl
R
HTML
CSS+SASS
Clojure
Common Lisp
SQL

EMBEDDED

ARM Cortex-M
Arduino
Raspberry Pi

OS

Mac OS X
Linux
[kali, debian, ubuntu]
Windows

EXTRA

AutoCAD
Eagle
Photoshop
Illustrator
InDesign
AfterEffects
Flash
L^AT_EX

INTERESTS

GPU Accelerated Computing with Python, wearables, modular synthesis, embedded systems design, creative coding, Emacs, music production, foley, sound engineering, monome, open source software, MAKE magazine, 3D Printing, screen printing, carpentry, hardware hacking, and typography.

EXPERIENCE

Since-10/13	HOMEROOM ✉ <i>Embedded Systems Engineer and Instructor</i> Designed, developed and tested embedded e-textiles and software solutions purposed to provide children with a safe, engaging and tangible environment for exploring digital systems.	London, UK
Since-09/13	CODASIGN ✉ <i>Creative Coding and Electronics Instructor</i> Instructing and writing curriculum for instructional sessions to educate children and adults on topics like: - Python 2D Games Development - DIY Synthesizer Construction - Audio/Visual Applications for Advertising - Connecting to Electronics through Wearable Sensors	London, UK
09/13-12/13	NOISEBEAR ✉ <i>Wearable Systems Engineer</i> Assisted in the development of embedded systems and e-textiles solutions for wireless plush toy music controller for disabled persons	London, UK
06/13-09/13	ROLI ✉ <i>Electronics Engineering, internship</i> Research, development and design of multitouch embedded systems for the creation of music. - Aided in the establishment internal Test Automation suite - Embedded systems design and manufacture - Development of internal web services	London, UK
06/13-09/13	HAPTICWAVE <i>Concept Development and Systems Engineer</i> Position tracking using optical, linear, and DIY sensors while assisting in the construction of devices developed for visually impaired/blind users.	Goldsmiths College
2010-2012	BEAT DROP MUSIC PRODUCTION AND DJ SCHOOL ✉ <i>Instructor and curriculum development</i>	Calgary, AB, Canada
2007-2011	MTM CONSULTING GROUP <i>Office Manager/Support Staff</i> Research and Development and Client acquisition	Calgary, AB, Canada

EDUCATION

2011-2014	BACHELOR OF SCIENCE [HONS] Music Computing Topics of Focus: <ul style="list-style-type: none">- Data Mining [Natural Language Processing]- Advanced Audio/Visual Processing- Physical Computing [Wireless Interfaces]- Advanced Graphics and Animation- Perception and Multimedia Computing- Mathematical Modelling for Problem Solving- Principles and Applications of Programming	Goldsmiths College, London, UK
2009-2011	JOURNALISM, DIPLOMA [MAGNA CUM LAUDE] <i>Journalism and Photojournalism</i> Specialisation in Print Media and Copywriting for Corporate Communications	SAIT Polytechnic, Calgary, AB, Canada

PROJECTS

2013-2014	AUDENV: DOMAIN SPECIFIC LANGUAGE AND LIVE CODING ENVIRONMENT <i>Web based audio environment for improvisational music programming</i>	Goldsmiths College
2012-2013	MUUSHI: E-TEXTILES TOUCH SURFACE <i>Piezoresistive Fabric Multitouch Sensing Surface for Audio/Visual Applications</i>	Goldsmiths College
Spring 2013	AUTONOMOUS PERFORMER <i>Algorithmic composition system intended for live performance environments</i>	Goldsmiths College
Spring 2012	OPENCV SYNTHESIZER IN PROCESSING <i>OpenCV Blob Detection for the sonification of physical objects</i>	Goldsmiths College
Since 2007	PERSONAL WEBSITE & WIKI Website for personal projects, and code snippets	London, UK

References available upon request