

Adam Florin

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adamflorin.work portfolio

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Summary

UX Engineer

Software engineer with 10+ years of experience prototyping and delivering applications and interactive media.

Cross-functional collaborator, working with designers, domain experts, and business owners to experiment and identify engaging opportunities within contemporary technology and culture.

Strong creative lead and resource manager with significant independent and entrepreneurial work experience.

Skills

Domains

ENGINEERING

Full-Stack Web Development

Interaction Prototyping

Information / Software Architecture

Signal Processing / Audio Synthesis

Computer Graphics

DESIGN / COMMUNICATION

Interaction Design

Visual Communication

Data Visualization

Creative Strategy

Creative Direction

Environments

FRONT END

JavaScript / Node.js / ES6

WebGL / GLSL / Canvas / SVG

React

CSS / SASS

BACK END

Ruby / Rails

Python

Go / Java

MySQL / MongoDB / Redis

NATIVE

C / C++ / Xcode / Visual Studio

openFrameworks

Max / MSP

Arduino / Teensy (ARM Cortex-M)

Bash / *nix / DOS

Software

Adobe Creative Suite

Ableton Live

Final Cut Pro / Motion

Experience

Civil Maps Senior Visualization Engineer (contract) 02/2018–09/2018

- Prototyped AR visualization with WebGL and WebSockets stream of camera / 6DoF IMU data
- Researched and applied computer vision and machine learning algorithms in the browser

Tellart (for Nestlé) Senior Technologist (contract) 06/2017–01/2018

- Prototyped & developed gestural browsing UI for globe and carousel with Kinect V2
- Developed UI for Ideum Multitouch table using C++ / openFrameworks and Tangible Engine

Imprint Projects (for Levi's® & Google) Creative Technologist (contract) 11/2016–03/2017

- Processed capacitive touch signal (compression, FIR) in firmware with custom browser UI
- Prototyped dynamic LED textile illumination in collaboration with environmental designers
- Specified and hand-installed electrical wiring in consultation with electrical engineers

Pitch Interactive Senior Visualization Engineer 02/2015–10/2016

- Developed and installed video-wall displays using THREE.js, D3, and real-time data feeds
- Prototyped data visualizations and artistic treatments with creative directors and designers
- Performed exploratory data analysis using Python and R • Rendered graphics for print

Splice.com Software Engineer 02/2014–10/2014

- Developed graphic audio player front end, version control system in Go, and HTML emails

TC Labs (for MoMA) Lead Web Developer (contract) 10/2012–03/2013

- Architected and developed relational media archive UI for researchers in Ruby on Rails

Tellart (for Google) Creative Technologist (contract) 11/2011–09/2012

- Directed musical robotics, managing electrical engineer, selecting instruments and actuators
- Co-designed and prototyped collaborative web UI • Consulted with environmental designers
- Developed After Effects render farm to produce generative edits of 100K+ live performances

Triple Canopy Technology Director → Technology Advisor (contract) 01/2008–11/2018

- Bootstrapped web publishing platform: CMS, authoring tools, and rich-media layout engine

NewsTrust Lead Web Developer (contract) 07/2007–08/2009

- Led Ruby on Rails rewrite & data migration • Built statistical engine, admin tools, and app UI

Simple Star (acquired by Sonic Solutions) Software Engineer 06/2004–04/2007

- Led web front end team • Worked on J2EE back end, including DVD authoring & shipping UI

Presentations

Gray Area Foundation for the Arts San Francisco *lecture & exhibit* 06/2018

Moogfest Durham *workshops & panel* 05/2016

University of Amsterdam *lecture* 09/2013

Columbia College Chicago *lecture & panel* 03/2012

Machine Project Los Angeles *performance* 12/2011

Museum of Contemporary Art Tucson *lecture & panel* 12/2010

Education

California Institute of the Arts MFA, Experimental Sound 2011

- Devised generative music sequencer for Ableton Live using random distributions and graphs

Brown University AB, Computer Music and Multimedia with honors 2004

- Prototyped expressive musical interface with SensAble PHANTOM haptic device
- Served as General Manager of Brown Student Radio