

§ Gwen Pasquarello

§ Programmer & Creative Technologist

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Education

NYU Tandon School of Engineering – *Bachelor's in Computer Science*

- Took practical programming courses in topics like Parallel and Distributed Programming, Unix Systems Programming, and Datastructures and Algorithms
- Also completed hybrid art classes such as: Interactive Installations, Mobile Augmented Reality, and Creative Coding

Technologies

Software Tools: Unity3D, Javascript, GLSL, Touch Designer, openframeworks, OpenGL

Physical Computing: ATmega, Controllino, ESP32 & ESP8266, Arduino, WS2812 NeoPixels

Sensing: Emergent Machine Vision Cameras, LiDAR, computer vision, VL53L1X, analog controls, Zettlex IncOders, Incremental encoders

Work Experience

Unity Developer - Freelance - Giant Fox Studios - January 2021 - Present

- Was lead developer on the development of a Vertical Slice of a still in-development Mobile Puzzle game
- Worked on an competitive 2D indie game titled Swing Striker set to release in Fall of 2021

Creative Technologist – Future Colossal – *May 2018 to August 2020*

- Worked as a project lead on several projects which to create one of a kind experiences
- Designed and integrated custom hardware solutions, and brought the product through electrical safety field evaluations with TUV Rhineland
- Worked on teams developing highly visual software to showcase client IP and messaging.

VR Developer - Freelance - Superior Illusions – *November to December 2017*

- Managed the technical design of the project, including establishing version control, creating the overall project architecture, and ensuring delivery prior to deadlines
- Developed realistic VR simulations capable of showcasing custom or stock elevator models for client's consumers.

AR Developer – Semblance AR - *June 2016 to October 2016 and June 2017 to October 2017*

- Integrated accelerated video encoding, RTMP video transport and built a network backend on AWS
- Created an engaging AR enabled video chat. That allowed users to see real time 3D scans of the world.

Interests

Live Coding, Theatre, Visual Arts, Exploring, Photography, DIY anything, Television Production, Carpentry, Deskto CNCing

References Available upon request