

# Zachary Rispoli

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[www.zrispo.co](http://www.zrispo.co)  
[www.github.com/zrispo](http://www.github.com/zrispo)

## Skills

### Languages

C  
C++  
C#  
HTML/CSS  
Java  
JavaScript  
Python

### Frameworks / Libraries

HTML5  
node.js  
OpenGL, WebGL  
openFrameworks  
Processing/p5.js  
three.js

### Software & Hardware

Blender  
Raspberry Pi  
Arduino  
Flash  
Premier  
AfterEffects

### Interests

Internet Culture  
Digital Preservation  
Reverse Engineering  
Free and Open Source Software  
Artist-Created Software

## Education

**Bachelor of Fine Arts** | Carnegie Mellon University, May 2017  
**Minor in Computer Science** | Carnegie Mellon University, May 2017

## Work & Projects

### Wick | Spring 2016 - Ongoing

Currently developing Wick, a free browser-based tool that facilitates the production of interactive web games, animations, and everything in between. Recipient of funding from The Frank-Ratchye Fund for the Arts @ the Frontier and the Henry Armero Memorial Award for Inclusive Creativity. See [wickeditor.com](http://wickeditor.com) for more info.

### Kickstarter Summer Festival Performer | Summer 2016

Fort Greene Park | New York City, New York

Ran a projection performance using Dranimate, an interactive animation system that turns drawings and pictures into digital puppets controlled by hand gestures. See [dranimate.com](http://dranimate.com) for more info.

### Makerfaire Pittsburgh Maker | Fall 2015

The Children's Museum | Pittsburgh, Pennsylvania

Ran a booth at Makerfaire Pittsburgh 2015 presenting Dranimate. Animated children's drawings from audience live.

### Research Assistant | Summer 2015

Carnegie Mellon ArtFab | Pittsburgh, Pennsylvania

Developed Dranimate software and research materials. Research was published through CHI and UIST.

### Student Volunteer | Summer 2015

Eyeo Festival | Minneapolis, Minnesota

Assisted with running workshops and lectures during the 2015 Eyeo Festival, a festival that features artists, creative coders, data visualizers, and open source instigators

### Software Assistant | Spring 2015

Frank-Ratchye STUDIO for Creative Inquiry | Pittsburgh, Pennsylvania

Developed several visual effects that are being used in the Augmented Hand Series, a real-time interactive software system by Golan Levin, Chris Sugrue, and Kyle McDonald