

Zachary Rispoli

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www.zrispo.co
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 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 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