

Blake McConnell

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Relevant Skills

- C++ (fluent)
 - Libraries: Boost, websocketPP, ffmpeg, ImageMagick, libcinder, openFrameworks
- JavaScript (fluent)
 - Libraries / frameworks: node.js, Backbone, MongoDB, three.js
- *Other Languages:*
 - Intermediate: C#, Java, Python, bash. Working: R, Objective-C
- *Physical Interfaces:* Arduino, Teensy, circuit design, sensor, motor, and light control
- *OS:* Ubuntu, Windows, Mac, Debian, iOS, Android
- *Version Control and Deployment:* Git, Mercurial, Bamboo, Jenkins

Selected Professional Experience

12/2013-present [Float Hybrid Entertainment](#) SF, CA: *Senior Software Engineer*

- Software engineering: architecture, development, and deployment
- Leadership: hiring, supervision and mentorship for junior staff and contractors
- Projects:
 - [Shoppertrak Retail Lab](#): retail innovation showcase developed using node.js featuring multiple interactive displays.
 - [Anything Interactive](#): using node.js and C++, wrote software that interfaces with sensors, visualizes data, and interfaces with client applications. Source parts for, build, and maintain hardware used in installations.
 - Examples: [Wingtip, SF](#) · [Spafax at APEX, Singapore](#)
 - [AvaStars](#) face scanning kiosk: fully-automated photo capture station. Single executable built using C++ controls front end, Point Grey cameras, actuator, and sensors.

8/2013-8/2014 [UC Berkeley Art Studio](#) Berkeley, CA: *Digital Media Instructor*

- Designed curricula for and taught programming and multimedia courses.

8/2010-6/2013 [ASU Schools of Art and Arts, Media + Engineering](#): *Research Assistant*

- Conducted collaborative research on uses of technology in informal learning contexts. Designed interactive media systems, such as mobile augmented reality applications, to supplement classroom instruction.

Education

- 2010-2013 [Arts, Media + Engineering](#) **Arizona State University**
- *MFA Digital Technology*: hybrid art / engineering research and coursework included computer science fundamentals, interactive system design and modeling, and perception and cognition.
- 2004-2007 [Conceptual / Information Art](#) **San Francisco State University**
- *BA, Summa Cum Laude*: interactive system design, art + science collaboration.

Selected Publication / Presentation

- *Ptown Constellations, 2/2011*: interactive installation visualizing the human/phosphorus life cycle presented at the Sustainable Phosphorus Conference and Step Gallery, Tempe, AZ. *Collaboration with ASU School of Life Sciences Researcher David Iwaniec.*
- "Una Casa de Sonidos: Sonic Storytelling with Central American Refugee Minors." *Canadian Electroacoustic Community eContact! 16.3*
<http://econtact.ca/17_3/mcconnell_storytelling.html>