

Dan Melancon

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818 807 7303

EXPERIENCE **Senior Creative Technologist @ the Lab at Rockwell Group**

1/2017 - present

Create software architecture and system design for complex interactive technology installations consisting of both physical and digital touchpoints

Develop and manage creative technology processes from prototyping to implementation

Advise creative teams and clients on risk assessment, technology feasibility, and best practices in both software and hardware solutions

Estimate cost, scope of technology and software development timelines

Participate in new business pitches, project presentations, and client meetings

Provide technology strategy and leadership in all internal and external projects to maintain the Lab's place at the forefront of technology innovation in architecture

Technologist/Software Developer @ the Lab at Rockwell Group

6/2015 - 1/2017

Work with multidisciplinary creative teams to participate in large scale projects from pitch to production to build out

Write, maintain and install software for large scale technology installations

Advise in the development of pipelines, work plans, project requirements and feature sets

Manage existing and form new contractor and vendor relationships

Inform the creative process by performing research and prototyping with the latest technologies

Interactive Developer Intern @ Red Paper Heart

5/2014 - 9/2014

Research and Development for digital and physical prototypes using Cinder, Kinect v2, Spacebrew, Arduino and Node.js

Contribute to software production for client work

Graphics Project Manager @ American Apparel Inc

10/2008 - 8/2013

Created graphics solutions to meet the marketing and strategic needs of 300+ worldwide stores

Coordinated creative teams and vendors to ensure projects are executed on strategy and on schedule

EDUCATION **NEW YORK UNIVERSITY, New York City**

2013 - 2015

M.P.S., Interactive Telecommunications Program

TSOA Scholarship, Wasserman Scholar

UNIVERSITY OF SOUTHERN CALIFORNIA, Los Angeles

2004 - 2008

B.A. English Literature, Dean's Scholarship

SKILLS

C++, of, Cinder, OpenGL, openCL, openCV, Nodejs/JS (ES6), React, WebGL/ThreeJs, Express, MongoDB, AWS, Linux/Bash, python, git, java/processing, Unity, Swift/iOS development, Arduino, RaspPi, Kinect SDK, RealSense SDK, Oculus/Vive SDK, AV systems (media servers, projection, LED, LCD), DMX/Artnet