

Dan Melancon

<https://danmelancon.com>

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818 807 7303

EXPERIENCE **Freelance Software Developer / Technology Consultant**

5/2019 - Present

Built web-based AR application for in-store scavenger hunt for nationwide shoe/apparel retailer (AR.js, Three.js, gameplay design, UX)

Ideated immersive technology installation concepts for large international megaresort

Built web-based control interface for Intel RealSense 3d photobooth (React, JS, CSS, HTML)

Built timecode-synced rendering engine for LED installation at NYC's EDGE Observation Deck experience (C++, OpenGL, Cinder)

Director of Technology @ the Lab at Rockwell Group

4/2018 - 4/2019

Manage technology team of Software Developers and Creative Technologists

Estimate cost, scope of technology and software development timelines

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

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

Senior Creative Technologist @ the Lab at Rockwell Group

1/2017 - 4/2018

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

Creative 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

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 Node.js/JS (ES6), React, WebGL/Three.js, HTML/CSS, C++, OpenGL, Cinder, openGL, openCV, MongoDB, AWS, Linux/Bash, python, git, java/processing, Unity, Arduino, RaspPi, Kinect SDK, RealSense SDK, Oculus/Vive SDK, AV systems (media servers, projection, LED, LCD), DMX/Artnet

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July 17th, 2020

Dear Instrument:

I am writing to offer my services as a freelance front-end developer to Instrument. I am an experienced software developer, creative technologist and technical director. I have worked closely with creative teams, including strategists, creative directors and UX designers to help research, ideate and implement interactive applications across a wide range of platforms.

In my previous work at the Lab at Rockwell Group, an experiential design and architecture firm, I worked in a fast-paced environment. The daily needs went from rapid prototyping for client presentations, to architecting software systems for large technology installations, to leading a team of software developers and creative technologists in the execution of interactive software systems. As a team, we ideated, pitched and executed multi-million dollar projects for clients in the luxury real estate, high end hospitality, museum and events industries. I wrote code everyday in a variety of languages, both for web and native applications, and had to keep up to date on the newest hardware and software technologies in the creative technology space.

As a freelancer, I have provided my expertise to digital agencies and experiential design firms, working primarily as a front-end software developer. I have a deep interest in dynamic front-end web development, as well as 3D graphics on the web (webgl, ThreeJS, webAR/VR) and modern user interface frameworks (React, Vuejs). I am an effective communicator to external clients and internal teams, both technical and non-technical and work seamlessly in a collaborative environment.

Primarily, my interest is in creative problem solving and delivering new and unique experiences on the web and beyond. I would love to bring this expertise to Instrument.

Thanks,

Dan Melancon