

# DAVID GORDON

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gan-systems.com

https://github.com/heximhotep

## EDUCATION

2014-Present

Carnegie Mellon University: Pittsburgh PA

Bachelors Computer Science and Arts (BCSA) - Art Concentration - Fine Arts

### Relevant Coursework

Computer Graphics

Computer Assisted Manufacturing

Introduction to Machine Learning

Applied Computational Intelligence Lab

Machine Learning and Art

Animation Art and Technology

Distributed Systems

Parallel & Sequential Data Structures & Algorithms

Great Ideas in Theoretical Computer Science

Introduction to Computer Systems

### AWARDS

- 1st Place - Applied Predictive Technologies Innovation Award (CMU) 2014
- 2nd place - CMU Game Creation Society's Fall Showcase. 2016d

### PROJECTS

See [www.gan-systems.com/works](http://www.gan-systems.com/works)

### EXPERIENCE

Team member and sole developer.

- **Tin Drum** (Unity, C#, Maya) 2017  
Created mixed reality experiences using volumetric captures of human performers.
- **Rot Bot** (Tensorflow, C++, Node) 2017  
A generative neural network trained on time lapsed images. Linked to Twitter bot through Node JS.
- **Galapagos** (Unity, C#, Maya, Google VR) 2016  
Worked with artists and designers to produce a VR game for Google Cardboard and Daydream.
- **Mixed Media Music Video** (Maya, MEL) 2016  
Worked with artists and musician 'Moon Baby' to create animated mixed media music video.. Used panoptic dome and motion capture studio to harvest data to animate in Maya.
- **Microvalence of Landscape Imagery** (PHP, CSS, HTML, JavaScript) 2015  
Developed web-based psychology experiment using Amazon's Mechanical Turk. Hosted on LAMP server
- **Fromscape** (C#, GLSL, Microsoft Kinect) 2014  
Sole developer of a gestural mesh manipulation application using the Microsoft Kinect 2.0 C# library.

### SKILLS AND INTERESTS

- I have long been passionate about computer science and art. I have worked with multiple programming languages and content development programs; languages such as C#/.NET, C++, Java, and Javascript; toolkits such as JQuery, Tensorflow and Matlab; and content programs for 2D and 3D such as Photoshop, Illustrator, Premiere, Unity and Maya.
- For several years I have undertaken volunteer construction work and volunteer teaching with the Karimu Foundation in Babati, Tanzania. ([www.karimufoundation.org](http://www.karimufoundation.org))