NATHAN ROSQUIST

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Nathan Rosquist
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* Real-time rendering geek
* MBA/MFA weirdo
* Savvy across disciplines
* Curious and highly-motivated artist,
  coder, explorer & tinkerer with 10+
  years of experience

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* ------------------+++++++++++++++
|                   RELEVANT SKILLS
|                   +++++++++++++++
|
|   ********-- C++
|   ********-- Unity
|   *****----- Unreal
|   ****------ Oculus Rift API
|   ******---- GLSL
|   *********- TouchDesigner
|   *******--- Python
|   *******--- openFrameworks
|   ******---- Mandarin Chinese
|   *********- Javascript
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|                   +++++++++
|                   EDUCATION
|                   +++++++++
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| '12-'14 MFA, SFAI, New Genres
| Code, video, sound, sculpture
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| '05-'08 MBA, Pinchot U.
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| '02-'03 study abroad, Peking U.
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| '01-'04 BA, U. of Colorado
| Chinese Lang/Lit; Linguistics
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RECENT HIGHLIGHTS || RELEVANT PROJECTS
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Art & Live Projections, 20Mission: "Péak"
@ Public Works SF, 2019

* RELEVANT SKILLS: real-time rendering, openFrameworks/C++, Unity, shaders
* I was hired to collaborate with four musical acts over five hours,
  providing visuals on two projectors. Content modeled in ZBrush & Maya,
  rendered live with openFrameworks, Unity and TouchDesigner, modified
  real-time by an audio feed from the performers as well as via
  parameters I had set up to be able to control via MIDI and OSC on
  stage. www.instagram.com/p/BznLWXRBrT8
* Viewers said things like: "Wow!" "Dude!" "Sick!" and "Nice visuals!"

LudumDare43 Video Game Jam, December 2018

* RELEVANT SKILLS: Unity/C#, 3D-modeling, shaders, audio codecs
* Won 6th place out of 2,511 entries in the "mood" category for a 2-person
  collaborative entry in the LudumDare43 video game jam.
* Covered the full production pipeline in a 48-hour span: concept, story,
  game design, 1st-person implementation in Unity, 3D-modeling in ZBrush,
  texturing with customized shaders, & sound design. http://tiny.cc/2b33az

Website Implementation Manager, Ridhwan Foundation, Berkeley, 2016-2018

* Hired as "herder of cats" for a new $0.5M educational web platform that
  would serve thousands of students around the world.
* When the devs we had hired were unable to meet our most urgent needs
  within the specified budget, I implemented a simple e-commerce/membership

site that fulfilled the most pressing user stories, allowing us to hire a
new team to finish the project as originally envisioned (a year+ later).
* Constructed master Gantt chart for what would become a 3-year rollout.
* Built a 25-page document of user stories based on the needs of four major
  stakeholders: administrators, teachers, students, and board of directors.
* Led dozens of online trainings for hundreds of admins and teachers.
* Created and carried out a user-testing plan.

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OTHER/PROFESSIONAL EXPERIENCE
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2017, Hinge Studios/Travel Oregon's "Oregon Trail" Remake
* RELEVANT SKILLS: Javascript, 2D graphics, HTML5 Canvas
* Hired by Hinge Studio as a Javascript coder to support the lead developer
  on a remake of 8-bit 1990 classic "Oregon Trail" for the Travel Oregon
  tourism website.
* To showcase Oregon's winter sports industry, I personally implemented the
  classic "SkiFree" as one of 14 minigames, mimicking as closely as
  possible the game play as I experienced it as a child.
  www.traveloregon.com/thegame

2016, Full Stack Web Developer, Arbital, Berkeley, CA
* RELEVANT SKILLS: Angular.js on the front end, Go on the back end

2014-2015, Full Stack Web Developer, Kolkin Corp, Newport Beach, CA
* RELEVANT SKILLS: JS, Python, C++
* For this product, essentially a browser-based patient hand-off
  record that had to be accessible even in third-world hospitals and
  disaster areas, I helped build a reactive, responsive front-end
  framework in Javascript that was compatible down to IE8.

2011, Drupal Developer & Graphic Designer, Aurora Theatre Company, Berkeley

2008-present, founding member, Art Monastery Project, Italy/SF/VT
* I helped start this contemplative art collective in Italy and lived
  on-site for two years (2008-2010). Since then I've organized numerous art
  & meditation retreats, two arts-based youth empowerment camps, and led
  workshops on creativity and meditation across the country. I wrote 96
  blog posts about the intersection of creativity and contemplation.
* www.artmonastery.org

2007 - 2014, Freelance Web Developer, SF, LA, Seattle, Portland, NY, Rome
RELEVANT SKILLS: PHP/JS web development; Graphic design
Clients: Pinchot University, Aurora Theatre Company, Wisdom at Work,
  Alacrity Software, Burning Opera, Pangeality Productions, Gifford
  Pinchot, Egg, Better World Books, Full Circle Farm, Cascadian Edible
  Landscapes, Community Alliance for Global Justice, SoupCycle, MMI Agency

2006-2008, Project Manager and Wordpress Developer, the Interra Project