David Santiano

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SUMMARY

Technologist with roots in scrappy, artsy, and explorative research and experimentation. After working on patented and published research, gained experience in prototyping for high-profile clients in collaboration with skilled designers and strategists within a professional studio setting. Currently seeking opportunities to utilize technical knowledge and creative experience in an environment that leverages skillset and enables growth and collaboration to become a better creator, thinker, and teammate. Additional interests in art and music, with a focus on utilizing both sides of the brain in all work to navigate ambiguous creative challenges, and then logically focus on possible solutions to solve problems.

SKILLS

- **Adobe Suite**: Photoshop, After Effects, Illustrator, Premiere • **Microsoft Office**: Word, PowerPoint, Excel
- **Programming**: C++, HTML, CSS, JavaScript, C#, Python • **Design Tools**: Figma, Miro
- **Technology Frameworks**: openFrameworks, Processing, Arduino, Unreal Engine, TouchDesigner, Unity3D, p5.js, HomeAssistant, LLM fine-tuning/embedding, Raspberry Pi
- **Audio**: Ableton Live, Audition, Audio Mixing and Production • **Photography/Video**: Lighting, Camera Equipment, Projection
- **Fabrication:** Laser Cutting, 3D Printing, Basic Electronics, Basic Power Tools
- **Communication**: Native Fluency of English

EXPERIENCE

As Needed Preparator I   San Francisco, California
Asian Art Museum   *July 2024-Present*

- Collaborated with curatorial and exhibition teams to safely handle, install, and maintain artworks in exhibitions and collections while adhering to the AAM's professional standards
- Assisted in the construction and implementation of exhibition elements, including walls, pedestals, and cases, while maintaining cleanliness and safety standards in work areas
- Participated in artwork packing, unpacking, and transportation, utilizing proper handling techniques and care

Contract Design Technologist   San Francisco, California
propelland / Hewlett-Packard   *March 2024-May 2024*

- Improved upon previously developed activations at the HP Palo Alto Customer Welcome Center, with a focus on building on and developing new features for the HP Customer Welcome Center team to utilize in their day-to-day activities
- Improved connectivity through local network and device debugging while working with the HP IT team to implement changes
- Developed new Home Assistant automations and scripts to improve overall experience, mitigating drops in connection and improving response times of IoT devices

Contract Design Technologist   San Francisco, California
propelland / Hewlett-Packard   *September 2023-October 2023*

- Contributed to the physical design and build-out of the transformation of the Palo Alto Customer Welcome Center, serving as a proof of concept for a nationwide initiative to revolutionize HP Customer Welcome Centers, emphasizing a human-centered approach in product showcasing
- Collaborated with the propelland design and technology teams to create a human-centered experience design concept for the Hewlett-Packard Customer Welcome Center

- Implemented Home Assistant automations, Raspberry Pi, Arduino, and IoT devices to enhance interactivity, showcasing various HP products tailored to different work personas

Design Technologist   **San Francisco, California**
propelland   *March 2022-March 2023*

- Served as an in-house design technologist for a top design and innovation consultancy, supporting clients such as Coca-Cola, Adobe, and Vitro Architectural Glass
- Assisted with the development and execution of prototypes, using tools such as Bubble, Figma, and JavaScript frameworks to validate and iterate on product concepts for clients
- Managed a project to improve a client's Shopify website, writing scripts in Mechanic and Liquid and implementing tactical improvements on their website so that they can gather data and find insights about their customers
- Developed internal tools such as an API to automate fetching data for the analysis of company finances and utilization, a water-the-plants alert system for the in-studio plants, and an individualized interactive greeting animation for our studio receiving guests during SF Design Week

Research Associate for Telepresence   **Shanghai, China**
New York University Shanghai, Interactive Media Arts Department   *August 2019-June 2021*

- Conducted and managed patented and published research for the TeleWindow research project through programming and designing working demos and proofs of concept with real-time point cloud processing, real-time graphics, and volumetric camera calibration in Unity3D and C++ implementations
- Co-taught and designed curriculum for a VR/AR fundamentals class and improvised a new remote learning-friendly curriculum for a global classroom under COVID-19 conditions
- Worked and collaborated with outside companies like Sleep No More to build new-media experiences such as a real-time projection mapping using TouchDesigner and Unreal Engine for a sold-out surrealist New Year's Eve party

EDUCATION

New York University Shanghai   **Shanghai, China**
Bachelor of Science   *May 2017*
Major: Interactive Media Arts