

Cezar Mocan

Creative Technologist

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EDUCATION

New York University

Expected May, 2021

M.P.S. Interactive Telecommunications

Physical Computing | Fabrication | Performing the Internet | Video & Sound | Synthetic Architectures |
Homemade Hardware | Live Image Processing | Critical Communications

Yale University

Graduated Dec. 2016

B.S. Computer Science

Intermediate Graphic Design | Advanced Graphic Design | Typography 1 | Typography 2 | Building Decentralized Systems | Computer Networks | Database Architectures | Advanced Topics in Computer Graphics | Tech Design for Global Challenges | Cyberwar, Cybersecurity and International Relations | Principles of Operating Systems | Black & White Photography | Digital Video

PROFESSIONAL EXPERIENCE

Evan Roth Studio

Jun 2019—Aug 2019 | Berlin

During the summer of 2019 I worked closely with Evan Roth on his development of a new series of abstract paintings inspired from map projection algorithms. My involvement consisted mainly in building custom software to assist with abstract image generation based on map projections, using the d3.js library and React.

Gakko Digital Learning

Jan 2017—May 2019 | New York

Software Engineer

As one of the two software engineers on Gakko's Digital Learning team, I have been involved in the development of our first learning application, Moji Moji. Built in collaboration with illustrators, designers and sound engineers Moji Moji is an early literacy iPad app which develops children's literacy skills in a way that is fun, artistic and playful. We built the application using React Native, Javascript and Objective C, while developing our proprietary libraries for rendering Adobe After Effects animations on the Web and iOS.

Palantir Technologies

Jun 2015—Aug 2015 | London

Forward Deployed Engineer Intern

I was involved as a full stack engineer on two different projects: one serving a private sector energy company and one for a government entity from Denmark. The first deployment involved the implementation of a web based data visualization & monitoring tool for the client's energy production assets, while the second one consisted in creating a web-based collaborative report writing tool.

Palantir Technologies

May 2014—Dec 2014 | New York

Forward Deployed Engineer Intern

As a member of Palantir's commercial cyber security team, I developed the web implementation of a malware repository, which started as my intern project and is now part of Palantir's cyber offering. I was one of the two engineers developing the repository, and my tasks involved developing the repository's frontend using Backbone.js and connecting it to Palantir's existing backend.

Twitter Inc.

Jun 2013—Aug 2013 | San Francisco

Software Engineer Intern

I was part of the Ad Serving team and developed an infrastructure project with the goal of changing the caching system used for the ads datasets. I was responsible for rewriting the caching Java APIs and for migrating datasets, one at a time, while making sure that the caches function properly in production.

Google Summer of Code

May 2012—Aug 2012 | Bucharest

Open Source Developer

I contributed to Project Marble, an open-source virtual globe and world atlas, which is part of the KDE suite of products. I was responsible for creating parsers for a new map filetype which replaced Marble's main map at the time with a new one provided by OpenStreetMap. The project's implementation was pursued in C++, using the Qt framework.

WORKSHOPS

A-B-Z—TXT

Aug 2018 | InterAccess, Toronto

Participant, Typography

A-B-Z is a decentralized school for design, art and code based in Toronto and Montreal, Canada. TXT is their annual summer typography school. For the 2018 edition, Jurg Lehn, Mindy Seu and Jon Gacnik hosted the Local Area Network workshop, centered around the dat:// protocol and the decentralized web. The 20 participants responded with web-based projects to the workshop's prompt: "How can we re-introduce a sense of locality to our networks?"

School of Machines, Making & Make-Believe

Jun 2018 | Berlin

Participant, Augmented Reality

School of Machines, Making and Make-Believe is an experimental art&technology school, running month long immersive programs for creatives from all backgrounds. I attended the Augmented Reality class, learning Unity, Vuforia and ARKit from Chris Sugrue and members of the Berlin based NEEUU studio. The program ended with a week long final project and a group show at ACUD Macht Neu, an independent art house in Berlin.

Gakko Camps

Jun—Aug 2016 | Japan & Romania

Summer Camp Director

Gakko is an educational experience design studio offering summer camps around the world for high school students. As a camp director, I helped expand Gakko's summer camp to a new country, Romania, where I co-directed the program. I was also responsible for reviewing applications—for both camp creators and participants—, conducting interviews, managing location-specific logistics and leading a team of 10 college students towards the successful creation and completion of a summer camp.

SKILLS

Programming

C++ | C | Java | Objective C | Qt | Javascript | Node.js | React Native | React | Backbone.js | Coffeescript | SQL | HTML canvas | p5.js | PIXI.js | Unity

Software

Adobe InDesign | Adobe AfterEffects | Adobe Photoshop | Final Cut | Adobe Premiere

AWARDS AND HONORS

Honorable Mention | Van Sinderen Poster Prize | Yale University | 2016
Hack Week Finalist | Palantir Internal Hackathon | 2015
Signal Fire Hacker Olympics Finalist | 2013
4th place | ACM GNYR | 2013, 2012
Silver Medal | Balkan Olympiad in Informatics | 2011, 2010
First Place | National Olympiad in Informatics | Romania | 2011, 2010, 2007, 2005
Bronze Medal | International Informatics Tournament | Bulgaria | 2011
Qualified for the Central European Olympiad in Informatics | 2011
"Henri Poincare" Prize | École Polytechnique | Paris | 2011
Silver Medal | International "Tuymaada" Olympiad | Russian Federation | 2010