

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 & Performance | Critical Communications

Yale University

Graduated Dec. 2016

B.S. Computer Science

Advanced Graphic Design | Intermediate 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

NYC Media Lab

Jun 2020—Aug 2020 | New York

Grant Recipient

As a recipient of NYC Media Lab's Music Design Challenge grant, I developed a networked generative music composition and experience tool in collaboration with Cy Kim. Focused on the experience of digital togetherness during quarantine, our software turns the body movements and overlaps of two remote participants into sound. We developed the project using the Microsoft Kinect depth camera, openFrameworks and MaxMSP.

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.

Fable Studios

Jan 2017—May 2019 | New York

Software Engineer

As one of the two software engineers on Fable's 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. Following the release of the application, we started developing our own browser-based animation software.

Palantir Technologies

Jun 2015—Aug 2015 | London

Forward Deployed Engineer Intern

I worked 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.

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 Marble, an open-source virtual globe and world atlas, which is part of the KDE suite of products. I created 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.

SELECTED TEACHING EXPERIENCE

Programming the Net

Aug. 2020 | Online | Curriculum Developer & Teacher

An introduction to the basics of web design and development through the lens of net.art, Programming the Net is a month-long class meant to familiarize a group of high schoolers with the web browser as an art medium.

Networked Media

Spring 2020 | NYU IMA | Graduate Assistant

As a GA for Shawn van Every's Networked Media class, I held office hours on a weekly basis and led technical tutorials. Most of my interaction with the students involved clarifying concepts related to web programming, offering help with code, as well as concept development.

Your first Chrome extension!

March 2020 | NYU ITP FlyBy | Workshop Leader

A 2-hour long workshop focused on getting started with programming browser extensions.

Dark / Net / Art

January 2020 | Tech for Social Good Day | Workshop Leader, with Jackie Liu

A 3-hour long workshop focused on introducing the technical aspects of Tor, in conjunction with an art-making exercise on the dark web.

Gakko Camps

2014 - 2017 | USA, 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 recruiting camp counselors and interviewing future campers.

SKILLS

Programming

C++ | openFrameworks | Java | Objective C | Qt | Javascript | Node.js | React Native | React | p5.js | PIXI.js | Unity | Unreal Engine | MaxMSP | OSC

Software

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

AWARDS, GRANTS AND FELLOWSHIPS

NYC Media Lab x ASCAP Music Design Challenge Grant | Brooklyn, NY | 2020

Eyeo Festival Artist Fellowship | Minneapolis, MN | 2019

Tisch School of the Arts Scholarship | New York, NY | 2019

Honorable Mention | Van Sinderen Poster Prize | Yale University | 2016

Hack Week Finalist | Palantir Internal Hackathon | 2015

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

"Henri Poincare" Prize | École Polytechnique | Paris | 2011

Silver Medal | International "Tuymaada" Olympiad | Russian Federation | 2010