Mark Fingerhut

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Brooklyn, NY

EDUCATION
2015 BFA (Digital Art / Programming) - Pratt Institute, Brooklyn NY

EMPLOYMENT HISTORY
Scatter - Lead Developer for BLACKOUT for Tribeca Film Festival
> **(Sept 2016 - May 2017)**
> *Interaction Programming and DepthKit Integration*
> I was in charge of the Unity project and the development of the various subsystems the piece required. This included a system to algorithmically assign audio clips to characters according to designed motifs, a gaze based interaction system for the characters and a high level "chapter" system for the high level sequencing of the piece. *Unity C#/HTC Vive/Depthkit*

Black Swan - Junior VR Developer for New York Office
> **(Dec 2015 - June 2016)**
> *Big Data visualization for large corporate clients*
> I developed various systems for clients to view their engagement metrics across various platforms and mobile devices inside of a sleek and engaging VR interface. This was directly connected to Black Swan's database and pulled clients data and presented it in graphical ways that was relevant to their specific branding and interests. *Unity/C#/MYSQL/Oculus Rift*

Superbright Studios - Unity Developer
> **(Dec 2017 - May 2018)**
> I help develop high level architecture and UI programming for various interactive advertisement experiences. I also helped develop cutting edge multiplayer VR experiences for Tribeca Film Festival and Sundance. *Unity/C#/HLSL/Oculus Rift*

3 Legged Dog - Interactive Media Programmer
> **(May 2017 - Dec 2017)**
> *Interactive Installation Development in Unity/C#*
> I helped to develop many of the studio's interactive pieces, I worked extensively with clients to translate their visions into fully realized interactive art pieces that both engaged and challenged audience members. *Digital puppetry, installation and interaction*

ART PIECES (Hyperlinks)
Peter Burr
> **Pattern Language - Technical Director/Lead Developer (2016)**
> I developed the Unity project for Peter, which included AStar Pathfinding and some light AI programming for the digital characters involved.
> **Descent.exe - Creator (2017)**
> I used what I learned from Pattern Language and applied some of my personal malware knowledge to create the first ever "Virus Music Video" that premiered on Undervolt.Co's website.
> **Dirtscraper - Programmer (2018)**
> Stepping off from the world of Pattern Language, Peter and I developed a more robust city simulation, where four AI's are competing for real estate across an ever shifting arcology.

Ian Cheng
[Emissaries in the Squat of Gods](#) - **Technical Artist (AI Programming) (2016)**
I implemented an AI system based on "The Sims" to help the digital agents make informed decisions about what they wanted within their environments.

Rachel Rossin
[The Sky is a Gap](#) - **Technical Artist (2017)**
I developed the system that bound the user's spatial position to the global timescale of the piece so time would only advance when the user physically moved through space

PERSONAL WORK

In my [personal work](#), I develop truly unique pieces of art software that behave in a similar manner to classic malware, in that they take over the user's system in a non-malicious way to display graphical and textual content in order to tell stories.

[COMP USA Live](#) - A live television program that takes place on the desktop computer. Made using my custom software "Free Windows".

Off The Air Videos (Hyperlinks)
[SPORTS](#) - My Video "DATA" was featured here
[WORK](#) - My video "Desktop Deltawave" was featured here

SKILLS AND PROFICIENCIES
6+ Years in Unity and C#
4+ years in C++/OpenGL/OpenFrameworks/GLSL
3+ years in VR technologies (Vive and Oculus)
2+ years in Win32 API
Skilled in OOP, software patterns, source control, C, Assembly, Teamwork

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[Creators Project Feature](#)
[Featured in Adult Swim's "Off the Air" - Sports episode](#)
[Named "Student To Watch" by Variety Magazine](#)
[Represented Pratt Institute for "LG Supports the Arts" New Media Competition](#)
["Behind the Scenes" writeup on Vidvox.com](#)