

briencolwell

email: xcolwell@gmail.com web: resisttheb.org

Objective: **To leverage software and hardware to promote creativity and connection**

Education and Certificates:

BS Electrical and Computer Engineering, UC Berkeley (2006) *High Honors*

Sun certified Java Programmer and Developer (2003, 2003, respectively)

Technology:

Java, Java2D, OpenGL, Swing, **C**, Python, JS (typically using JSON and Prototype), HTML+CSS, SQL (usually Postgres), the web stack, basic microcontroller and electronics, soldering skills, UNIX, BASH programming, C#

Professional Experience:

(06.2006 - 09.2007) **UI Engineer**, Palantir Technologies (Palo Alto, CA)

Part of the 1.0 team. Core problems: usability, scale, collaboration.

(06.2004 - 06.2006) **Internal Tools**, Workforce Software (Incline Village, NV)

Designed and implemented software to assist configuration and deployment of the main product. My tools were continually deployed and used starting 09.2004.

Research Experience:

(09.2007 - present) **Research Programmer**, University of Washington Design Use Build group (Seattle, WA)

Papers: *K-Sketch, A "Kinetic" Sketch Pad for Novice Animators* (2007; CHI08)

Working with Richard Davis. Topics: **ideation** and **prototyping** interactive systems; animated paper, simple UIs to create rough animations; effects of shared displays and visualizations on creative environments.

(09.2005 - 06.2006) Undergraduate Research, UC Berkeley

Papers: *Visualization of Movement in Multiscale* (2006) *HALCYON GLAZE: A Children's Toy?* (2006)

Worked with Jeffrey Heer on problems in multi-scale navigation, documentation, and **visualization**

Second Place (tie) in the Berkeley 2006 CS294 poster contest

Leadership Experience:

Helped organize a new student hiking club; established a website and monthly newsletter. *Honored with a bronze award from the student government for service to the campus community*

Exhibits:

Enter & Re-Exit, submitted to Electrofringe 2008