

John Luke Pasquarello

Programmer & Creative Technologist

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Work Experience

Creative Technologist – Future Colossal – May 2018 to Present

At Future Colossal I worked on many Interactive experiences which blended hardware and software. I worked for high profile clients producing both hardware and software which to create one of a kind experiences. Client verticals included themed entertainment, advertising, and non-profit outreach.

VR Developer (Freelance) – Superior Illusions – November to December 2017

Here I worked with a small team to create High-Fidelity VR architectural previsualization tools. These tools were designed and optimized to create extremely realistic real time VR for small environments.

AR Developer – Semblance AR - June 2016 to October 2016 and June 2017 to October 2017

I worked with a variety of tools to produce cutting edge Augmented Reality research and applications. I created software for streaming real time depth information from one location to the next and display it in an AR context to the viewer.

Education

NYU Tandon School of Engineering – *Bachelor's in Computer Science*

Technology

Physical Computing: Arduino, ATmega, Controllino, Espressif, Parallax Propeller, RGB NeoPixels

Software Tools: Unity3D, shaderlab, p5.js, processing, openframeworks, OpenGL

Sensing: LiDAR, computer vision, VL53L1X, analog controls, Zettlex Inductive Encoders, Emergent Machine Vision Cameras

Projects

Threshold – Future Colossal

Threshold was a reactive LED installation which went on tour with an initiative called CEO Action. I worked as the primary unity developer on the project as well as the designer of the electronic hardware. It connected LiDAR tracking with Unity to render dazzling graphics out onto an array of over 8000 RGB LEDs. Users would walk through the strands of LEDs as content reacted to them in a "crossing the threshold" moment.

Laser Maze – Future Colossal

Laser Maze is a productized project that built a mission-impossible styled laser obstacle course. I was tasked with first wrangle an army of fog machines and laser pointers. Then creating a system that could detect any time they are blocked by a person for a fun fast paced game experience. This project had me deep in OpenCV, webcam drivers, and highly parallelized processing

Interests

Live Coding, Theatre, Visual Arts, Exploring, Photography, DIY anything, Television Production, Carpentry

References Available upon request