

# Cody Fulcher

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## Education:

**NYU Polytechnic School of Engineering**  
**BS, Integrated Digital Media.**

**Graduation: 2014**

- Dean's List: Fall 2011, Spring 2012, Fall 2012, Spring 2013
- Recipient of the NYU Poly Aspire scholarship, A full ride scholarship sponsored by the NSF
- Graduate courses completed:
  - Information Security: Justin Cappos
  - Digital Forensics: Joel Fernandez
  - Network Security: Nasir Memon, and Keith O'Brien
  - BXME- a studio course focused on developing interactive and performance based digital art: Luke Dubois and Dana Karwas
  - HCI/User Experience: Luke Dubois  
Focus on custom interactive software and hardware programming using the Arduino
  - Interaction Design: Dana Karwas

**Worcester Polytechnic Institute**

**2009 - 2011**

- Interactive Media and Game Design Major
- Coursework in Java, C++, and Robotics Engineering

**Suncoast Community High School**

**2005-2009**

Computer Science/International Baccalaureate

## Experience:

**NYU Poly CSAW- Cybersecurity Awareness Competition**

- Student leader in charge of crafting challenge and then accepting applicants, narrowing down submissions to the best five and then leading the judging process

**PNNL Visual Analytics Intern,**

**Summer 2013**

- Interaction Design and User Experience
- Research on large scale displays
- Created a projection of the potential future of information analyst workstations

**Eyes in the Sky, Research Assistant**

**Fall 2013-On**

- Interaction Design and User Experience
- Large display replication of the earth as seen from space

**Nomad Music for the Moleskine, Exit Art Gallery**

**January 2011**

- Interaction Design and User Experience
- In collaboration with artists Dana Karwas and Daniel Perlin Studios
- Custom hardware and software design in Max/MSP/Jitter

**Human Nodes in collaboration with Adrian Fernandez****Dec 2011**

- Custom motion tracking software designed to capture the audience's movement and use it as an input to control a wide array of audio and visuals
- Interaction design and software development

**Columbia University Technical Services****2010-2012**

- Production event technical set up

**Ivy League of Legends****2011-2012**

- Head of logistics and PR for an international collegiate e-sports league, with 190+ teams representing over 120 schools.
- Wrote rules, handled online marketing, and acted as head game admin for the inaugural season and two tournaments (more at [lvylol.com](http://lvylol.com)).
- Worked closely with the web development team to ensure all features necessary to run a tournament and season smoothly were implemented and correctly working.

**ISSUE Project Room:****February 2011-2012**

- Responsible for mastering recorded live shows, as well as occasionally running the tech for live events.
- Developed a 16 channel panning software for their array of 16 overhead speakers.

**Worcester Polytechnic Institute Robotics Resource Center, September-December 2010**

- Taught/mentored an introduction to robotics engineering class for the Massachusetts Academy of Math and Science (a high school associated with WPI.)
- Responsible for supervising the students and teaching them fundamentals of robotics and engineering.

**FIRST Robotics team 190****Winter 2010**

- Responsible for overseeing all programming, wiring and plumbing of the 2010 FIRST competition Robot.
- Provided direct instruct students on design, build and programming of competition robot.

## **Software and Skills**

**Software:** Highly Proficient in Max/Msp, Processing, Vvvv, reactIVision, the openCV library, the OSC protocol, Omni Graffle, Axure, Reaper, Protools, Java, python, ruby, javascript and various frameworks (jquery, paper, three, processing.js) and C++, the Adobe Creative suite, Html5, C#, adobe Flash Builder and Flash catalyst, and the iOS development framework.

**Hardware:** Very experienced with the Arduino platform, using Wii remotes, iOS, and Android devices as OSC or TUIO controllers, specifically with Max/MSP/Jitter and Processing.

**Skills:** Site Mapping, Wireframing, very strong interpersonal communication skills, strong grasp of user centered design, very comfortable with Dieter Ram's 10 aspects of good design, well versed in a broad range of design aesthetics.