

Zach Taylor

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EDUCATION **New York University**, M.P.S. in Interactive Telecommunications, May 2010

Rapid prototyping, creative electronics, and new media studies.

Thesis project – a mobile application and website to make everyday habits easy to analyze.

Harvard University, A.B. in Engineering, June 2005

Studies combined electrical and mechanical engineering with a focus on design and fabrication.

Post-graduate courses in economics and visual and environmental studies.

EXPERIENCE **Digital Creatologist**, mcgarrybowen LABS, June 2011 – present

Developing projects and prototypes based on unusual uses of new technology.

Creative Technologist, freelance, May 2010 – June 2011

Worked on a variety of projects including an interactive light sculpture shown at the 2010

Bring to Light Festival, a home automation project to network a house's electronics and appliances, prototypes of multiple medical devices, and an expansion of the datalogging Android/web application from my master's thesis.

Project Manager & Instructor, Harvard Square Academy, May 2008 – August 2008

Developed course curricula and custom testing software.

Taught courses in Physics, Math, Critical Reading, and English as a foreign language.

Travel Abroad, most of 2006 – 2008

Explored different cultures and improved foreign language skills through self-directed travel.

Documented experiences over seven continents via blog and photographs.

Research Assistant, Harvard University, Summer 2005

Prepared and conducted experiments related to 3d imaging.

Course Assistant, Harvard University, Summer 2004

Taught weekly sections for Math S-152, "The Mathematics of Symmetry."

SOFTWARE & FABRICATION SKILLS

Familiar with a wide range of programming languages and design tools including C, Python, Arduino, PHP, Javascript, AJAX, Tornado, MySQL, MongoDB, Java, Android, Processing, ActionScript 3.0, HTML5, CSS3, Photoshop, Illustrator, InDesign, SolidWorks, Eagle Layout Editor, and MATLAB.

Proficient with laser cutters, waterjet cutters, fused deposition and plaster 3d printers, vinyl cutters, injection presses, CNC milling machines, manual milling machines, metal lathes, vacuum formers, and standard shop equipment.

Able to design and build microcontroller circuits using several different methods.