Adnan Aga

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WORK EXPERIENCE

Anomaly - *Creative Technologist*   July. 2022 – Present
New York, NY
- Led initiatives in AI, machine learning, hardware innovation, and web solutions to enhance company operations and streamline interdepartmental collaboration.
- Developed and deployed 5+ web applications supporting strategy, production, and creative teams, enhancing productivity and cross-functional alignment.
- Worked with the design team to create web-based, and hardware demos, contributing to new client acquisitions valued at over $500K and product launches for major clients, including Ally Bank and Dunkin' Donuts.
- Built a data visualization tool in React and Tailwind CSS, improving stakeholder decision-making with data insights and reduced analysis time by over 40%.

Cartier - *Software Engineer*   Sep. 2021 – Dec. 2021
Brooklyn, NY
- Conducted technical assessments, documented findings and produced detailed reports for hardware R&D, supporting a new AR-driven product experience featured on Wired and Fast Company.
- Managed product life cycle for a hardware solution, coordinating testing phases and cross-functional feedback loops with external teams.
- Designed a camera-based machine learning streaming solution on Ubuntu for a try-on experience, enhancing product interactivity and customer engagement within 3 months of project work.

Deeplocal - Software Engineer   May. 2018 – Apr. 2021
Pittsburgh, PA
- Architected and maintained over 10+ interactive installations for high-profile clients (e.g., Google, Netflix, Nike) at industry events, focusing on immersive experiences ultimately increasing attendee engagement by 40% at key conferences.
- Developed custom software-hardware integrations, leveraging technologies like React, Node, and Touchdesigner to create tailored full-stack solutions with 98% uptime.
- Integrated IoT sensors and non-traditional displays to support dynamic, real-time user interactions and data-driven experiences.
- Enhanced project efficiency by collaborating on code standardization and source control optimization, working closely with engineering leadership to drive improvements.

EDUCATION

New York University - *M.P.S Interactive Telecommunications*   May. 2023
New York, NY
- Focused extensively on design and rapid prototyping, creating digital products that blend technology with cultural insights to enhance user engagement and accessibility.
- Mastered the Adobe Suite to be an integral part of all coursework.

University of Pittsburgh - *B.S Mechanical Engineering, Minor Computer Science*   May. 2018
Pittsburgh, PA
- Collaborated with John Swanson to explore and research alternative energy storage through heat transfer.
- Led team through product development, production, and marketing of an automated clothing folding machine.
- Developed, produced, tested, and marketed occupational therapy tool to improve children's fine motor skills

SKILLS

- Adobe Suite, Web Development, HTML, Javascript, React, CSS, nodeJS, python, Arduino, Touchdesigner, p5.js, Figma, After Effects, Unity, Adobe Audition, React, Effect House, Blender, Photoshop, Illustrator, InDesign, Keynote, Sketch, InVision