

Adnan Aga

adnanaga.com – adnanaga11@gmail.com – (412) 419-5515 – Brooklyn, NY

WORK EXPERIENCE

Anomaly - Creative Technologist

July. 2022 – Present

New York, NY

- Exclusive Creative Technologist at Anomaly, responsible for spearheading innovative initiatives as the sole professional in this capacity, driving technological creativity and solutions across diverse projects and client engagements.
- Utilizing machine learning, predictive modeling, and computer vision for data-driven creative ideation.
- Applying advanced analytics to anticipate trends, ensuring alignment with client objectives.
- Created Python, and JS programs for experiential demos for Ally Bank, Dunkin' Donuts and Carnival Cruises.

Cartier - Software Engineer

Sep. 2021 – Dec. 2021

Brooklyn, NY

- Analyzed, prepared, and submitted technical reports as part of extensive hardware research into a new concept Augmented Reality experience.
- Focused on product management of hardware product, through multiple stages of application testing and development while coordinating with an external team.
- Designed a novel camera based streaming solution as part of a machine learning try on experience.

Deeplocal - Software Engineer

May. 2018 – Apr. 2021

Pittsburgh, PA

- Created and maintained high interaction art installations and immersive user experiences for technical conferences and high profile clients such as Google, Netflix, and Nike.
- Developed complex software and hardware architectures that involved digital or online experiences
- Integrating with hardware such as non-traditional displays, IoT sensors, or physical animatronics.
- Managed project schedules to balance deliverables with client expectations and timelines.
- Worked with the Engineering Manager to improve coding standards, participated in code reviews, optimized for source control management, and build processes.

EDUCATION

New York University - M.P.S Interactive Telecommunications

May. 2023

New York, NY

- Merged cultural touch points and technology to create installations, wearables, software programs, and digital products that subvert our expectations, focusing on the role of sensory performance and information in daily life.
- Created and developed a series around the physical experience of **anosmia**, the absence of the ability to smell based on my own condition, in an attempt to create empathy around smell-related disabilities/sensitivities by reprogramming our everyday sensory experiences.

SKILLS

- Adobe Suite, Web Development, Concepting, HTML, Javascript, React, CSS, nodeJS, python, openCV, Arduino, Illustrator, Touchdesigner, p5.js, Figma, After Effects, Ventuz, Adobe Aero, Unity, Adobe Audition, React, Effect House, Blender, Java