

NICHOLAS ARNER

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Skills

Development languages: Swift, Objective-C, Python, C/C++ (literate)
Creative coding and prototyping: Max/MSP, Pure Data, OpenFrameworks, Processing, Arduino, RaspberryPi, Unity

Specialities & Interests

native macOS and iOS development, human-computer interaction research, gestural interface design, product design and development, circuit prototyping, interactive machine learning, augmented reality, multimedia programming

Experience & Projects

HUMAN-MACHINE INTERFACE ENGINEER, ASTEROID TECHNOLOGIES; SF BAY AREA – NOVEMBER 2017 - MAY 2019

While at Asteroid, I worked to develop a macOS app for building ARKit interactions that are ready to run on iOS devices. I also researched and prototyped AR-focused features and experiments around a variety of modalities, including audio and voice, haptics, gestures, and controllers.

SELECTED ALPHA DEVELOPER, GOOGLE PROJECT SOLI; REMOTE/MOUNTAIN VIEW – OCTOBER 2015 - MAY 2017

I was one of 80 developers worldwide to be accepted into Google ATAP's Project Soli Alpha Developer Project, and was one of 14 developers to be invited to Google HQ to workshop Soli use cases. My work focused on creating instruments using new musical instruments. Work [published in NIME 2017 Proceedings](#).

ASSOCIATE CONSULTANT, WORKSTATE CONSULTING; COLUMBUS, OHIO – FEBRUARY 2016 - AUGUST 2017

I was the lead or co-lead developer on mobile app development projects for CBS Sports and Chicago's Metro Planning Agency.

CORE CONTRIBUTOR, AUDIOKIT; REMOTE – AUGUST 2014 - OCTOBER 2016

I was a core contributor of [AudioKit](#), an open-source audio analysis, synthesis, and processing toolkit for iOS and OS X apps. My contributions include operation defaults, presets, tests, and can be viewed on [my GitHub](#).

IOS/OS X DEVELOPER, SQUIRRELS LLC; NORTH CANTON, OHIO – JANUARY 2015 - JANUARY 2016

The core product I worked on was Reflector, a wireless mirroring and streaming receiver for iOS/Android. [Reflector Student](#): Co-developed in Swift from the ground up, from prototype to launch.

RESEARCHER/DESIGNER, AIRMARKR; REMOTE – 2014

Researcher in gestural interfaces for an early mobile augmented reality startup for movement-based drawing applications.

RESEARCH INTERN, FRAUNHOFER IIS; ERLANGEN, GERMANY – OCTOBER 2013 - DECEMBER 2013

Conducted research on human heart sonification using mobile devices.

Education

MSc Research in Music Technology, 2014 | University of York (York, UK)

Thesis: [Investigating the use of multi-touch gestures in music interaction](#)

Audio Technology Work-Study, 2012 | The Banff Center (Banff, Canada)

BA Music Technology, 2012 | Capital University (Columbus, Ohio)