

# Violeta Lopez-Bumgartner (Violet Forest)

## Creative Technologist

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## Education

### The School of the Art Institute of Chicago

Master of Fine Arts  
Art + Technology  
2016  
Web Art, Creating Coding,  
Game Development,  
openFrameworks,  
Arduino, Processing

### Florida International University

Bachelor of Arts in Art  
Minor in Art History  
2012  
Film Photography, Time-based  
Arts, Experimental video,  
History of Documentary  
Photography

### Miami Dade College

Associate in Science  
Graphic Internet Technology  
2009  
E-commerce development,  
Graphic Design, After Effects,  
HTML/CSS/Javascript

## Relevant Work Experience

### UX Design Technologist Present - 2018

Volkswagen Future Center Europe

Researching, concepting, developing & testing in-car prototypes for self-driving vehicles.

Directing, coordinating, and executing user tests and interviews.

Leading & concepting the product vision.

*The following includes some projects I have worked on:*

- \* Concepts and prototypes for UX solutions using facial recognition, pose recognition, and eye tracking.
- \* An audio-reactive visualization using Unity's VFX and ShaderGraph.
- \* UI flows using state-machines in Unity.
- \* Prototype for a mixed-reality experience in virtual reality using LeapMotion.
- \* Prototypes for automated systems using MQTT, Touchedesigner, wifi Microcontrollers, and raspberry pis.
- \* Concepts and designs for voice and digital assistants.

### Unity Developer 2019 - 2017

Next/Now Agency, Midwest Immersive, CanvasChi

Developing for VR, AR, and kiosks with Unity.

HTC Vive, VRTK, ARFoundation, openCvforunity, UI dev, game mechanics

### Front-End Developer 2018 - 2015

Someoddpilot, Studio 424, Protaventures, SOCIALDEVIANT

Worked with various design studios developing & deploying desktop/mobile sites and kiosks.

NPM, SSH, node.js, Gulp.js, Angular JS, React Native, Three.js, WebMidi, Google Maps API

### Teaching Assistant 2015

The School of the Art Institute of Chicago

"Web Art", "Embodying Code"

Assisting students conceptually and technicaly in algorithmic art, experimental javascript, processing, openFrameworks, and interactive art.

## Personal Projects

### Hackathons

2019 - Cloud XR Hackathon  
AR Unity Developer

2019 - Volkswagen Future Center  
Unity Developer

2017 - SheHacksChi  
Front-end Developer

### Mobile Apps

2020  
Computer vision + AR App  
Currently in Test Flight

2015  
Cybertwee Headquarters  
Apple & Google Play Store  
Unity

### Residencies + Collectives

2019  
Factory Berlin - Creators Lab Residency  
Unity Developer

2015-2019  
Cybertwee Collective  
Founded a digital arts community  
advocating for females in tech and  
online privacy awareness through  
exhibitions and online community