Sol Sarratea

computational artist and software developer

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EXPERIENCE

ACTUAL	**FREELANCE** *Developer* Developing projects; coding audiovisual material and doing artistic projects consultancy.
JUNE 2020 - OCT 2020	**WIP : ARTE DIGITAL** *Teacher* Leading workshop on shaders.
JUNE 2020	**CODAME ART + TECH** *Teacher Assistant* Assisting raymarching classes of Char Stiles.
	PHASE VIDEO - BROOKLYN AUDIO VISUAL LAB *Participant* Working on shaders. Preparing as well as attending workshops for audiovisual performances. Organizing streaming events.
	HACKERS AND DESIGNERS - SUMMER ACADEMY *Participant* Co-lead workshop on ritual of emails. Worked with php, python, Go and JavaScript.
FEB 2020 - MAY 2020	**RECURSE CENTER** *Participant* Worked on interactive playground with GLSL shaders and Three.js to visualize and explore mathematical concepts based on feedback systems, such as fractals and reaction diffusion equations. Build personal website, aenriching practices developing projects which provide medium to ebxplore the intersection between technology, art and society. Lead interest group on Discrete Differential Geometry . Learnt about category theory. Preparing presentations. Prepared workshop on Hydra, javascript framework environment for livecoding visuals. Material was thought to introduce video feedback synthesis and pattern formation in image processing systems.
FEB 2018- JUN 2020	**MANAS TECHNOLOGY** *Full Stack developer* Developed different projects such as: Planwise: designed algorithms with geospatial optimisation techniques to existing data on population, road networks and health facilities. Used by goverments to used their resources as cost-effectively as they can. Used clojurescript, leaflet and reagent for client side. Used clojure, postegreSQL, postGIS, pgRouting and GDAL for server side. Sikoba: learnt and experienced domain-driven design for a blockchain-based system to register, track and clear debt. Backend was developed in crystal lang, and front end with react native. Social Mama: was in charge of full stack app development. Worked remotely with Indian team. Originally was written in swift. Starting re-writting app in react native. Learnt of realtime databases using firebase.
2015-2020	**UBA - UNIVERSIDAD DE BUENOS AIRES** *Facilitator of extension activities* Took part of divulging events organized by the science faculty. Prepared presentations.

EDUCATION

2018-ACTUAL	COMPUTER SCIENEC Degree, Universidad Nacional de Buenos Aires
2013-2016	Completed 60% towards MATHS Degree, Universidad Nacional de Buenos Aires

LANGUAGES

SPANISH: native

ENGLISH: C2 Level - Cambridge certifications

SKILLS

Programming: GLSL, C, C++, ASSEMBLER, JAVASCRIPT, P5.JS, PROCESSING, CRYSTAL, POSTRGESQL, CLOJURE, CLOJURESCRIPT, PYTHON, PHP, GO, GIT

Frameworks: THREE.JS, REACT, REACT-NATIVE, REFRAME, ELM, WEBPACK

INTERESTS AND ACTIVITIES

Perform livecoding visuals : member of CliC - Colectivo de Livecoding and bu3namigue, creative organization with friends.

Likes to collaborate in open source projects. When AFK enjoys playing the piano, painting, running and hiking.