

Christian Swinehart

RESUMÉ

EDUCATION

R.I.S.D. (2008)

M.F.A. | Graphic Design

BRANDEIS UNIVERSITY (2005)

Ph.D. | Neuroscience

DICKINSON COLLEGE (1998)

B.S. | Cognitive Science

SKILLS

PROGRAMMING LANGUAGES

Python, Javascript, Rust, C, Objective C, Java, C++, Perl

GRAPHICS ENVIRONMENTS

Canvas, SVG, D3, Three.js, Zdog, PlotDevice, Processing/P5

DATA ANALYSIS

NumPy, Pandas, Seaborn, SQL, MATLAB, BeautifulSoup, NLTK

WEB DEVELOPMENT

React, jQuery, Lodash, Mapbox, Nginx, Apache, Caddy, Docker, CouchDB, Postgres, Express.js, Tornado, GitHub Actions

APPLICATIONS

Illustrator, InDesign, Figma, Photoshop, Max/MSP, Git

SEE ALSO

OPEN SOURCE LIBRARIES

Skia Canvas <samizdat.co/canvas>

PlotDevice <plotdevice.io>

Arbor.js <arborjs.org>

Corduroy <samizdat.co/corduroy>

Xyzzy <xyzy.io>

CODE REPOSITORY

github.com/samizdatco

CONTACT

drafting@samizdat.co

PORTFOLIO

samizdat.co

EXPERIENCE

DESIGN PARTNER (2010–)

Office of Unspecified Services | Brooklyn, N.Y.

Clients include The New York Times, Citibank, Yale, System.com, Ennead, Diller Scofidio + Renfro, Allied Works, and Mitch Epstein.

VISUALIZATION DEVELOPER (2011–2013)

Bloomberg Visual Data | New York, N.Y.

Designed and developed interactive data visualization products covering politics, society, the environment, and the global economy.

INTERACTIVE DESIGNER & LEAD DEVELOPER (2007–2010)

Pentagram | New York, N.Y.

User experience and development on Lisa Strausfeld's National Design Award winning team. Clients included Gallup, Lincoln Center, OLPC, Litl, and the Museum of Arts and Design.

TEACHING

COLUMBIA UNIVERSITY (2022–)

MARYLAND INSTITUTE COLLEGE OF ART (2021–)

PRATT INSTITUTE (2019–)

PARSONS (2017–2020)

RHODE ISLAND SCHOOL OF DESIGN (2015–2017)

SELECTED WORKS

ONE BOOK, MANY READINGS <samizdat.co/cyoa/v2>

An infographical investigation into the Choose Your Own Adventure books of my youth. The project examines the structure of choices in the books and plots changes in their composition over time. Animations allow you to see patterns among the many unique paths through each of the books.

SKIA CANVAS <github.com/samizdatco/skia-canvas>

A javascript library for Node.js that enables the creation of bitmap and vector files outside of the browser. It provides a drawing model identical to the HTML canvas element via an emulation I wrote in *Rust* for speed and memory-safety.

PLOT DEVICE <plotdevice.io>

PlotDevice is a Macintosh application used for computational graphic design. It provides an interactive Python environment where you can create two-dimensional graphics and output them in a variety of vector, bitmap, and animation formats.

ARBOR.JS <arborjs.org>

In a number of projects, I've made use of force-directed layout routines for constructing network diagrams. Arbor is a javascript library that abstracts away the physics simulation and provides hooks for rendering the resulting graphs in the developer's choice of canvas, SVG, or HTML.