

Eric Miller

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Recent

Nike Women's Half Marathon 2014



DC 2014: <https://vimeo.com/102419796>

SF 2014: <https://vimeo.com/114690656>

Cinder/OpenGL, C++/Boost, GLSL

With: [School](#), [On Board Experiential](#)

Feeding America's Map The Meal Gap



<http://map.feedingamerica.org>

HTML5/CSS3, Ember, D3.js, LAMP, Node

With: [Wonder Giant](#), [Futureman Digital](#)

Luminescence



WebGL, Three.js, Ember, FadeCandy
With: [Handweaver's Guild of Boulder](#), [Dan Julio Designs](#), [Coil Lighting](#)

Summary

Creative technologist, designer, software architect. Stanford-educated, with fifteen+ years of professional experience in a range of platforms and environments from MacApp to Swift, <blink> tags to Ember, glut to Cinder. Also trained as an architect (the building kind!), a martial artist, and meditator, I'm drawn to questions of technology, the body, and the built environment. Plus-plus: around ten years teaching experience in university, professional, and martial arts contexts.

Software / Web / Mobile

Owner, patternleaf | Boulder CO 2004-Present

Interactive installation, web and software design+build, photography, graphic design. Recent work includes projects for Nike, Feeding America, Arbonne, and Crispin Porter + Bogusky.

Developer, Inspiring Apps | Boulder CO 2014-Present

This small friendly shop builds apps for iOS, Android, and the web. I work part-time as a lead developer for web and iOS projects. Recent work includes mobile apps for Gulfstream, The Colorado Lottery, and Envysion, Inc.

Developer, Sifteo | San Francisco CA (remote) 2010-2012

[Sifteo](#) turned an MIT Media Lab physical computing project into a unique video game platform. I worked on the desktop and web sides of Sifteo's technology, developing their game and user management applications.

Senior Developer, Crowd Favorite | Denver CO 2007-2010

[Crowd Favorite](#) develops web sites and applications. I was employee #1 with the late Alex King and lead development on projects for clients like Facebook, Yahoo!, MailChimp, VentureBeat, Jabber, and RedMonk.

Software Engineer, Digidesign/Avid | Daly City CA, 2000-2003

Developer for Pro Tools, the defacto standard audio recording and mixing software in the music and movie industries. I was the first person in the world to see Pro Tools launch on Mac OS X. :) In the porting process I helped re-architect the application-level event system.

Projects / Installation / Infoviz

Nike Women's Half Marathon | DC & SF, April and October 2014

Worked with [School](#) and [On Board Experiential](#) to build giant interactive motivational experiences during the race and in the expo tent. Cinder/C++/Boost, Cocoa, GLSL, TCP, ChronoTrack. [Check out School's video!](#)

Luminescence | The Dairy Center for the Arts, Boulder CO, 2014, 2016

Developed visualizations, media, and software for a community-powered interactive LED and woven metal installation. WebGL, Three.js, Ember, Java, Arduino, FadeCandy, Adobe CC, Final Cut X.

The Sitting Room | Gibsons Public Art Gallery Gibsons BC, 2012

Wood, reptile skin, light, water, and sound envelop participants in [the process of body-mind](#). Created by Rayann Gordon; I designed the interaction. Kinect, Arduino, 30 PWM-driven LEDs, and Cinder.

tempolab - Granted Art Project, Apogaea | Bailey CO, 2012

An Apogaea art grant winner, tempolab allowed visitors to [create light and sound](#) by their presence, and by interacting with "instruments" housing wireless accelerometers. Cinder, MIDI, Kinect, Abelton Live, Sifteo cubes, and aligned video projection.

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Recent

Squashable for iOS



(Currently Unavailable)
UIKit, Cinder/OpenGL, C++/Boost,
OpenCV
With: Gravy Plane, LLC

Summit Integrated



<http://summitintegrated.com>
WordPress, LAMP, HTML5/CSS/LESS,
responsive design
With: Padá Supper Club

Tempolab



Apogaea 2012 Art Grant Winner
Cinder, MIDI, Kinect, Ableton Live, Sifteo
Cubes

Teaching

Instructor, Boulder Digital Arts | Boulder CO, 2012–2015

[BDA offers courses and resources](#) to the Boulder creative community. I taught a five-week intensive course on full-stack web application development oriented around the MVC pattern: from jQuery to REST to MySQL.

Instructor, Boulder Aikikai | Boulder CO, 2010–Present

Junior instructor at one of the most amazing aikido dojos in the world. Training under two 7th dan teachers: Hiroshi Ikeda and Tres Hofmeister.

Instructor, Boulder Digital Works | Boulder CO, 2010–2011

The [BDW 60-week program](#) is a launchpad for the brightest, hardest-working creative and technical talent. I taught two Advanced Web Development classes and a course in interactive installations.

Adjunct Faculty, University of Colorado | Denver CO, 2009–2010

Instructor in the College of Arts and Media, teaching in the Interactive Media series for the Digital Design program.

Lecturer, University of Colorado | Boulder CO, 2005–2008

Instructor in the Architecture & Planning department. Courses taught include ENVD 2002 (Media), ENVD 2100 (Studio I) and ENVD 3352 (Digital Media).

Education

Stanford University | Stanford CA

- BS Symbolic Systems, 2000; specialization in Computer Graphics
- Minor in Music, Science, and Technology (incomplete)

University of Colorado | Denver CO

- Master of Architecture (M.Arch), 2008

Languages / Frameworks / etc

- JavaScript, Swift, C/C++, ObjC, PHP, MySQL, Java, Python
- UIKit, Ember, Cinder, Boost, OpenGL, Three.js, OpenCV, Arduino/Teensy
- HTML5, CSS3, jQuery, Canvas, Alexa Skills Kit, MIDI, XMPP, etc ...

Environments

XCode, LAMP, Node, bash, Appcelerator Studio

Production - Music / Video

"Temperance", Regan Drouin | Boulder 2013

"Sweet Revenge", Melissa Rapp | San Francisco CA, 2003

"Waking Hour", Vienna Teng | Palo Alto CA, 2000

Digital Media Apps

- Illustrator, Photoshop, InDesign, Lightroom, SketchUp
- Logic Audio, Ableton Live, Pro Tools, Final Cut Pro X

Landscaping

[Water and Rock Garden](#) | Longmont CO, 2004-Present

Achievements

Nidan, Aikido Schools of Ueshiba conferred by Hiroshi Ikeda Shihan 2013

Random Facts

Meditator, runner, coffee addict, lover of fine gins and bourbons.