

# SEAN SCANLAN

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## Experience

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**Deeplocal** 2021 - present

Creative Technology Director

- Led creative technology on interactive experiences and custom machines for companies such as Google, General Mills, and Shopify, from early prototyping, creative concepting, and discovery to full build and delivery.
- Oversaw a small, experimental unit within the business that was responsible for research and development of blue-sky prototypes.
- Helped lead creative direction on new work while simultaneously overseeing technical direction.

**Parsons School of Design** 2021 - 2022

Part Time Faculty

- Taught Critical Computation Lab, an introduction to computation as an expressive medium.

**Urban Front** 2019 - 2021

Creative Technology Director

- Worked alongside a group of designers and urban planners to build and implement large, interactive installations in museums highlighting issues around architecture and urban development.
- Designed and built installations for the Chicago Architecture Biennial (2019) and the Venice Architecture Biennale (2021).

**Self Employed** 2018 - 2021

Creative Technologist/Artist Assistant

- Worked with different artists to incorporate both physical and digital technology into their work, as either tool or within the final form.

**Kettle** 2013 - 2018

Front End Developer

- Specialized in building out highly interactive and animation intensive websites.
- Front end development for clients including Apple, New Museum, and Penguin.

## Education

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**Parsons School of Design** 2018 - 2021

MFA, Design and Technology

**Sarah Lawrence College** 2008 - 2012

BA, Mathematics and Studio Art