

Andrew Cerrito

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SKILLS

Digital fabrication
(CNC routing, laser cutting,
3D printing), 3D modeling,
basic construction methods

Microcontroller programming,
electronics prototyping

Creative coding,
data visualization

Video editing,
digital animation,
projection mapping

Curriculum development,
teaching, game design (large-
scale & screen-based)

Japanese, puppetry

LANGUAGES & FRAMEWORKS

Processing, Arduino,
MAX/MSP, three.js,
HTML/CSS

Basic familiarity with
Python, Javascript

PhoneGap, Spacebrew,
GitHub, Kinect with
SimpleOpenNI

PROGRAMS

Rhino, VectorWorks,
Sketchup, MasterCam,
RhinoCAM

Adobe Creative Suite,
Microsoft Office

Premiere, After Effects,
Audacity, MadMapper

EDUCATION

Interactive Telecommunications Program, New York University · 2014 · New York, NY

MPS, Interaction Design & Creative Technologies

Coursework in physical computing, digital fabrication, creative programming, and rapid prototyping. Thesis work involved bestowing personalities upon everyday objects in order to have users reconsider their relationships with those objects.

Boston University · 2007 · Boston, MA

BA cum laude, Japanese Language & Literature, Psychology

Completed University Honors Program. Studied for one semester at Kyoto University in Kyoto, Japan.

CERTIFICATIONS

City University of New York · 2015 · New York, NY

Modeling for Fabrication / Subtractive Fabrication Processes

Completed a 90-hour certificate program focused on 3D design and subtractive fabrication methods. Learned modeling processes in Rhino, Grasshopper, and RhinoPython and created six design projects with laser cutter and CNC machines.

SELECTED WORK EXPERIENCE

Product Analyst · Spies & Assassins/kbs+ · October 2015 - August 2016 · New York, NY

Product Architect Intern · Spies & Assassins/kbs+ · June 2015 - August 2015 · New York, NY

Authored, updated and maintained product requirement documentation, user stories, and development criteria for multiple projects and clients. Conducted research to identify best fit third-party product integrations for clients' online platforms. Collaborated closely with design, UX, and development teams to develop new platform features using Agile development methodologies.

Technology Educator & Makerspace Administrator · HTINK · Jan. 2015 - July 2015 · New York, NY

Co-led a once-weekly youth makerspace and new media education program at the Newark Arts Museum in Newark, NJ. Co-taught weekly afterschool 3D Design & Printing courses at PS107, Brooklyn, NY.

Web Design Intern · NEW INC · Fall 2014 - Spring 2015 · New York, NY

Responsible for redesigning and improving functionality of www.newinc.org, the website of the New Museum's incubator program.

Interaction Design Intern · HAVAS Worldwide · Summer 2014 · New York, NY

Worked on developing creative technologies for a international advertising firm in a three-month internship program. Performed physical computing and sensor research. Developed a networked game prototype for the purpose of testing mobile devices as motion-sensing game controllers.

Technology Educator · NYC Department of Education · Spring 2014 · New York, NY

Helped to develop curriculum for high-school level physical computing pilot program. Taught weekly classes in introductory circuit design and microcontroller programming.

Student Floor Staff · NYU ITP · 2012-2014 · New York, NY

Aided students in selecting and operating media equipment. Assisted in the day-to-day operations of ITP Camp, a summer program for adult professionals. Taught workshops and provided campers with one-on-one assistance in project ideation and prototyping.

Technology Mentor · Vision Education & Media · 2010-2012 · New York, NY

Conducted after-school programs in various NYC public schools. Taught and developed curriculum for LEGO Robotics, Scratch, and Sketchup programs.

Assistant English Teacher · Japan Exchange & Teaching Program · 2008-2009 · Yamashiro, Japan

Developed and taught creative and memorable English lessons for Japanese elementary and preschool students. Co-taught English lessons for junior high students in classroom and extracurricular environments.

Honors, awards, and exhibitions available upon request.