

ADAM THOMAS HOWARD

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artist / developer

PROFILE

Full stack developer with a frontend focus; a diverse, international arts education; and nearly ten years experience working with web technologies first as a designer and then a developer. A quick learner, a problem solver, and a divergent thinker.

EXPERIENCE

DESIGNER / DEVELOPER, **SPECTRIO** | 2011 - 2014, 2015 - 2020, 2021 - CURRENT

Over the span of nearly 12 years, my role at Spectrio transformed significantly. At the beginning, the creative department was merely three people and my responsibilities were primarily graphic design with some coding here & there as needed. As the department grew, my role shifted to that of a solutions analyst and department-specific developer—who, given a problem, must research, design and create a solution to it. As a developer, I worked on everything from internal organization tools to modules for their digital messaging platform which is served to over 100,000 locations.

MAIN TECH: PHP ~ Typescript ~ Nuxt ~ RollupJS ~ Extendscript

FULL-STACK DEVELOPER, **SIMMONS FOODS** | JUN 2020 - DEC 2021

During a gap in projects at Spectrio, I took a temporary position at Simmons Foods where, as part of product operations, I helped design and develop a series of applications (a web app and two native mobile/tablet application) aimed at better organizing and modernizing their approach to communications and data reporting with their contracted farmers.

MAIN TECH: Python ~ Django ~ PostgreSQL ~ Flutter ~ AWS

EDUCATION

2014 - 2015

THE UNIVERSITY OF EDINBURGH

M.Sc. in Sound Design

Modules included: Interactive Sound Environments, Sonic Structures, Media & Culture, Electroacoustic Composition and Performance.

Dissertation: ***A Voice For Modernisation & Tradition | An Exploration of the Relationship Between Folk Music and Electronics***

2008 - 2012

JOHN BROWN UNIVERSITY

B.S. in Photography

Modules included: Art History, Color Studies, Fine Art Photography, Social Doc. Photography, Commercial Photography, Traditional & Digital Darkroom, Cinematography, Graphic Design, Interactive Design, Painting, and Drawing.

SKILLS

Thanks to my education, I have a thorough grasp of the **principles of design** and visual composition as well as a deep understanding of **audio processing** and sound design. Equally, I am well versed in their respective toolsets—Adobe, Affinity, etc; Logic, Pro Tools, Max/MSP, etc.

Though my education is primarily in the arts—visual and sonic, I have always been interested in the intersection of art and technology and this interest has allowed me opportunities to work professionally with a **broad range of programming languages** in a variety of different contexts.

I can code very comfortably in **JavaScript/Typescript** (Node, Nuxt, React) and also have professional experience with **PHP, Python, and Dart**. More crucially, however, I'm aware of the ever shifting technological landscape and am **quick to pick up processes** and notice patterns. Most of all, though, **I am curious** and imaginative. I enjoy solving problems, learning new skills, thinking critically, and trying new things.

PERSONAL

PROJECTS

PROTEUS | DESKTOP APP / RECORDING CONCEPT

A work-in-progress authoring application for a variable playback streamable container file for creating recorded songs that sit in the realm of 'procedural audio'. The name, Proteus, comes from the eldest son of the Greek god Poseidon who is also considered the god of elusive sea change.

TECH USED: **Typescript ~ Rust ~ Vue ~ Tauri**

VUE PIANO ROLL | VUE COMPONENT

A flexible, highly customizable Piano Roll component for Vue.js that enables musical note visualization and editing in a similar way to a traditional digital audio workstation (DAW). Features include customizable zoom levels, note ranges, colors, and grid settings.

TECH USED: **Vue ~ Vite ~ Typescript ~ SCSS**

FICTION-WORD | LOREM IPSUM GENERATOR

A simple word generator written in Typescript and available as an npm module. Originally created for generating random English-like words for use in generating non-existing words for world-building and works of fiction. Expanded to include the ability to generate sentences and paragraphs of random words for use as lorem ipsum / placeholder text.

TECH USED: **Typescript ~ NPM ~ NodeJS**