ISAIAH GERNHARDT

DEVELOPER, DESIGNER, ARTIST

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Talented developer and designer with 6 years of professional experience. History of fine arts, design, and creative coding that led to an expertise in UI/UX and interactive media. Key strengths include exhaustive attention to detail, strong problem-solving skills, excellent verbal communication, and an adaptive research-first approach to the unique needs of any project.

WORK EXPERIENCE

Founder / Full-Stack Developer / Designer   June 2023 - Present

Tripleclick LLC

- Under an extremely tight deadline successfully delivered full-stack website for *Hiii Magazine*, prioritizing SEO and precise design layouts, consisting of 30+ pages at launch with high satisfaction.
- Designed UI/UX for new web-app enabling users to build tabletop role-playing game systems, seamlessly transition into play, and sell their creations on a marketplace, unlocking unparalleled customizability and user freedom.

UI/UX Designer, Python Developer, Artist (Contract)   June 2015 – Present

Isaiah Gernhardt Consulting Services

Developed bespoke software solutions, produced artwork, and provided IT services for 5 independent clients and 20+ individuals.

Selected Work:

- Google Milan Design Week Show Control Systems 2022-2023
  - Led development of the body tracking and show control software for the *Shaped By Water* feature in collaboration with Google, enabling over 8,000 viewers to manipulate a field of reactive sculptures; received widespread media praise.
- Acey Deucey Club Media Screen 2021-2022
  - Created software required to display synchronized videos on 11 displays using TouchDesigner, resulting in immersive interactive theater at the submarine-themed pop-up-bar by Cinereal Productions
  - Sourced all media server related equipment and oversaw on-site installation, resulting in flawless execution within a short deadline and budget under $10,000.
- Phoebe Bridgers Music Videos 2021-2022
  - Animated projection content for the Kyoto music video by Grammy nominated artist Phoebe Bridgers under an extremely tight deadline, resulting in a visually unique experience seen by over 200 thousand viewers online.
  - Oversaw software development for 3 additional music videos with reactive projection effects driven from the movement of dancers.

Interactive Media Designer   June 2019 - Apr 2022

WET Design

- Invented reactive projection technology (patented) and built server software to transform massive waves into a light show at the *Dubai World Expo* feature *'Surreal'*, beloved by UAE royalty and millions of viewers.
- Orchestrated development of in-house choreography software, used to create shows for water features including Surreal, which boosted show creation times tenfold.
- Built multiple in-house tools designed to create shows faster and translate data between proprietary systems, saving days of time for employees per-project.

On-Call Fabricator   June 2016 - Aug 2017

Design Communications LTD

- Worked with a team to paint all the signage at Harvard Stadium and used screen printing and other fabrication methods to produce hundreds of individual signs.

EDUCATION

Rhode Island School of Design   Sep 2015 - June 2019
Bachelor of Fine Arts in Graphic Design
Concentration in Computation

Massasoit Community College   Nov 2013 - June 2015
Dual enrollment during high school
58 college credits

SKILLS

- Python, Django
- HTML, CSS, JavaScript
- SQL, NoSQL
- Next.js, React.js
- C#, .NET Framework
- Java, Processing

- TouchDesigner
- Figma
- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Graphic Design, Typography

- Software Development
- UI/UX Design
- Full Stack Development
- Interactive Installation
- Research & Development
- Computer Vision

PATENTS

System and Method of Altering the Appearance of Liquid and Solid Physical Objects or Forms (US20200413013A1)
June 2023
https://patents.google.com/patent/US20200413013A1/