



DYLAN WINTER

Full-Stack | Creative Technology | Animation

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In Brief

Insatiably curious creative technologist with a strong background in web, computer graphics, and animation.

Experienced leader in both tech and design, having grown teams to 3x their starting size and helmed diverse projects ranging from web libraries to \$500k+ physical installations.

Good at skating, bad at video games.

Technology

Languages: TypeScript, JavaScript, CSS, Python, C#, C++

Frameworks: React, Three.js, Tailwind, Nextjs, Unity, Unreal, Arduino, GSAP, D3, Node, openFrameworks, OpenCV

Software: Figma, Rive, After Effects, Blender, Cinema 4D, Premiere, Photoshop, Illustrator

Skills

Technical: Front end & back end web development, AWS, data visualization, creative coding, electronics design

Aesthetic: Motion graphics, design, 3D modeling, animation, video editing

Soft: Collaboration & communication, rapid learning, self-supervising, teaching

Professional Experience

2021-2023 **Lead Creative Technologist**

Warner Brothers Discovery

Lead full-stack development of experimental web projects for social media

- Solo back and front-end development of "Lose to Win," a microsite and web service which automatically scanned & recorded Nike raffle entrants' losses in exchange for a shareable digital punchcard & aftermarket raffle entry. Gained hundreds of thousands of impressions and was covered on national television.
- Created Twitter bot platform that empowers content teams to easily configure and deploy relevant responses, including live-updated player stats as shareable image cards
- Integrated AI models into the the CMS ingest process by garnishing raw sports data with relevant facts to support the content team in creating social media posts

2018-2021 **Senior Creative Technologist**

Northwestern Mutual

Develop innovative data visualizations and web experiences

- Developed a digital live collaboration environment in which financial planners can present, edit, and annotate a financial plan in real-time, while users scribble and experiment with interactive data visualizations
- Created and maintained a drag-and-drop presentation editor and supporting React library, relied upon to prepare and deliver financial plans by thousands of NM representatives
- Created Figma plugins to which let users use real data in their
- Pitched & executed experimental data visualizations, e.g. a modified Sankey chart built on flow fields and a custom particle physics solver to help users understand their spending habits intuitively [demo available]

2017-2018 **Creative Technologist**

Future Colossal

Take on roles spanning sales, creative, development, and tech team leadership.

- Lead experiential development projects in Unity and openFrameworks
- Designed and crafted electronic circuits for use with Arduino, Raspberry Pi, and other embedded systems
- Wrote low-level C++ to operate industrial gear like military-grade encoders, 10GigE cameras, & more
- Authored and maintained a library which exported tradition bezier animation to microcontrollers, saving hundreds of dev hours and reducing overhead communicating between design and technology departments

2015-2017 **Creative Technologist**

DigitasLBi

Headed the 'Labs' initiative for the New York Region

- Lead development of client-facing prototypes and internal tooling
- Promote the Labs practice internally by contributing to client pitches and hosting an internal lecture series on topics ranging from hardware sensors to game design, creative code, game design and beyond

2013-2015 **Senior Motion Designer**

DigitasLBi

Motion design and technical direction/pipeline development in a fast-paced agency setting

- Create animated motion graphics for broadcast, web, and digital OOH
- Develop custom After Effects and shell scripts to automate recurring or complex workflow tasks, increasing department output by 10X on many projects

Education

Bachelors of Animation | Emerson College | 2013