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# VINCENT VAN HAAFF

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## Skills Summary

I am a passionate technical creative and engineer with nearly 15 years of commercial experience and full-stack skills in the design, development and maintenance of modern, user centered tech driven products and services. I also create engaging experiences for web, mobile, new media, and console. I also with a strong interest in performance, engagement, clean client code, and accomplishing it with a strong team.

## Experience

### ***Vancouver Airport Authority – Innovative Travel Solutions***

*Biometrics Research and Design | Mar 2016 – July 2016*

Contract to incubate and build team and process for evaluating technical solutions and limitations for provisioning new IEC and NIST standards in iris biometrics using advanced computer vision and lighting techniques for governmental port of entries in over 51 countries.

### ***David Suzuki Foundation***

*Data Evangelist | Nov 2015 - Mar 2016*

Responsible for data health and management, analytics, and business intelligence built on Salesforce.

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## **tzoa.com**

*Hardware/Data Consultant | May 2015 – Nov 2015*

Firmware and mobile app development for air quality tracker. Based on rduino spec on custom PCB layout/BLE2.1 design for Bluetooth-enabled air quality tracker.

## **rouxbe.com**

*Interim CTO | Sept 2014 – Sept 2015*

Custom Content & Learning Management System built in Rails & Node.

## **crossfader.fm**

*Co-founder | Sept 2014 – Sept 2015*

Co-founded and bootstrapped iOS music production software and community platform.

## **Hybridity**

*Technical Director | Jun 2013 – Sept 2014*

Consulted and integrated multiplatform native mobile app (iOS/Android) with a community-persistence featured back-end for mobile app IP. Additional work spanned from installation-art technical direction and component testing focusing on Computer Vision and HCI.

## **Coverall Crew**

*Software Lead/Platform Specialist | Aug 2012 – Aug 2014*

Technical Lead for bootstrapping software as a service in Ruby on Rails & Backbone.js. [attendease.com](http://attendease.com).

## **Graffiti Research Lab**

*Software Lead/Interaction Consultant | Aug 2013 – Aug 2014*

Computer vision and interaction design of networked real-time projected graffiti for [PWN The Wall](#) installation at W2 Woodwards.

## **eatART Labs**

*Event/Installation Coordinator | Aug 2012 – Aug 2015*

Create compelling, interactive three-dimensional art pieces for site-specific fund-raising events for eatART Labs.

## **weelooms.com**

*Co-founder | Aug 2012 – Aug 2014*

Designed tablet-dock/robot/conferencing assistant software and firmware.

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## **monome.org/aleph**

*Hardware/Firmware Designer | Aug 2012 – Present*

Full stack designer/developer for digital music instrument and synthesizer. Key responsibilities involve PCB development, Interactive Coding Environment for Software Developer kit development, app module architecture & development in C. Embedded firmware programming for multi-architecture chipsets.

## **Eco-clix/Adrena LINE Zipline Adventure Tours @Sooke**

*Hardware/Software developer | Aug 2010 – June 2011*

Kiosk & camera system designer. Camera challenges included solar powered charging w/ inverter, wireless transmission of photos via secure remote WiFi networks, automated photo capture system using pixel differentiation and thresholds to validate subject is in-frame. Kiosk challenges included touch-based hardware-platform software development, payment system, kiosk to email/social media publishing.

## **Blitzoo Inc.**

*Technical Lead | June 2011 – July 2012*

Developed full stack free to play on the burgeoning Facebook App platform using Ruby on Rails, Actionscript 3/Flex, and Java and managed the direction of the development team to use newer TDD driven practices. Also hosted Facebook Garage events to help cultivate the free to play community here in Vancouver.

## **Microsoft/BigPark**

*Senior Software Developer II | Aug 2008 – May 2011*

User experience designer and software engineer for Xbox Kinect Incubation team as well as Sound Designer for online gaming. Responsibilities involve User Experience prototyping for the Xbox Live platform using the new computer-vision hardware device as well as software development for internal Microsoft Kinect libraries for video game development.

## **EOS Light Media**

*Software Lead/Platform Consultant/Computational Aesthetics | June 2010 – Present*

Created interactive three channel/individually addressable DMX networking solution for Telus World of Science dome lights as well as Rogers Arena lighting.

## **monome.org**

*Embedded Systems Programmer | Nov 2003 - Present*

Original developer for USB to Serial firmware implementation for originally designed interface hardware.

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## **Acknowledgements & Affiliations**

### ***Vancouver Mini-Makerfaire Co-founder***

Co-founder of annual family-friendly event showcasing Vancouver's Maker Movement (makerfaire.ca). From tech enthusiasts, metal artists, homesteaders, painters, potters, 3D printing enthusiasts, knitters, roboticists, Makerfaire.ca brings Vancouver's DIY enthusiasts under one roof.

### ***Co-founder of Vancouver Hackspace***

Co-founder of hackspace.ca, a physical space where people can gather to share ideas, equipment, opinions, and beer. Members work on personal projects, collaborate with others, and learn new skills. More than just a studio space, we focus on sharing all sorts of knowledge within a friendly and collaborative atmosphere.

### ***Co-founder of Aurora Digitalis***

Co-founder of Aurora Digitalis, a non-profit society that curates art shows, public art engagement as a collective cooperative for new media artists.