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IAPC

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Creative Technologies

I came into NYU as a freshman with an idea of what I was going to do. Not what I *wanted* to do but what I was going to do. After many years of battling with my parents over my major, I came to NYU with the intention of either studying Economics or Computer Science. Just out of general curiosity, I chose to take the prerequisites for the Computer Science major.

I found those first classes relatively easy and fun so I continued on with the major during the next semester, taking Discrete Mathematics and Introduction to Computer Science. Those two classes impacted me in different ways. I was already a bit frustrated at my options when browsing through the internship listings, so I got more frustrated and worried about my future when in my Discrete Mathematics class, I began to see a passion in my classmates that I couldn’t find within myself.

So, when a substitute professor came into my computer science class and demoed a game made in Processing where he used computer vision and tracking to swat tiny Justin Bieber heads off the screen, I was hooked. I went home that day and spent the whole night googling Processing and the world of creative coding.

At that point, it felt like everything had been leading up to this decision. Since childhood, my interests had always lain in the fields of design and advertising. However, I loved math and science as well and I felt like I would be limiting myself if I pursued a career in design. So, working towards creative coding, I felt, would be the ideal path for me. So, I transferred to Gallatin with the intention of studying subjects at the intersection of computer science and design. I had a whole plan ready to take a bunch of design courses in Steinhardt, some relevant computer science courses and some integrated digital media courses. My goals were to familiarize myself with all the languages and programs that would enable me to be a creative coder. My goals haven’t changed. I’m still dedicated to doing that, even more so – pushing my limits and taking graduate courses in the ITP and IDM programs.

My first real venture into this realm was this semester, when I started taking the interactive computing class at Courant. I was able to build games and applications through code. I plan to take more classes like that. Next semester I’ll be taking an Interaction Design course and an Augmented Reality course to follow up on what I’ve learnt from this semester. I’m also taking and will be taking a web-programming course to build my skills in web programming. Aside from growing as a programmer, one of my other goals is to grow as a designer by taking the necessary design classes to enable me to continue building and creating.

I think what I’m doing appeals to me because it just drastically blurs the lines between two “starkly different” fields that require different skillsets. The idea of this convergence between coding and design is what I want to build my concentration upon. I still have some time left at NYU, so I hope to take some advanced web courses (Applied internet Technologies), design courses in Steinhardt, POLY (Motion Graphics, 3D Modeling) and Gallatin (Storytelling, Games and Digital Media, Digital Art and new media) as well as some graduate courses in ITP (Computer Vision with OpenFrameworks etc). I hope to do independent study in the future and do research and create with the Oculus Rift, Leap Motion and other creative technologies.

Building all these skills will put me in a great position to apply to graduate programs like Design and Technology at Parsons, the ITP program, Media Arts at MIT if I choose to. Otherwise, I would love to work in the rising creative technology departments at a forward-looking advertising agency or maybe start my own someday. I do think brands and people are longing for more than a poster on a wall or a TV commercial so I hope my skills would be useful in that manner to create different and interactive experiences for them.