

# DAN ANTHONY



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## EDUCATION

University of Oregon  
**2011-2014**  
Masters of Architecture

Stanford University  
**2001-2005**  
Bachelor of Science

Overseas Study Program  
**2003**  
Bing Stanford Center, Firenze, IT

Columbia University  
**2006**  
Intro to Architecture, NY, NY

## EXPERIENCE

Digital Scholarship Center  
**2013-2014**  
Methods Researcher

Jordan Schnitzer Museum of Art  
**2012-2014**  
Web Developer  
Eugene, OR

Fotobabble  
**2010-2011**  
Front-end Designer  
Emeryville, CA

Xfire, MTV Networks  
**2006-2010**  
Creative Marketing Manager  
Menlo Park, CA

Accenture  
**2005-2006**  
Business Consulting Analyst  
San Francisco, CA

Summer Research College  
**2004**  
Independent Policy Researcher  
Stanford, CA

Stanford Summer Theater  
**2002-2004**  
Producer

Stanford Shakespeare Society  
**2003-2005**  
Executive Producer

## TEACHING

University of Oregon  
Research Fellow  
**2013-2014**

Graduate Teaching Fellow  
**Spring 2013**

Teaching Advisor  
**Summer 2013**

Teaching Assistant  
**Spring 2012, 2013**

Technical Assistant

Urban Interactions Lab  
urbaninteractions.uoregon.edu

B. Arch. Core Curriculum  
Architectural Contexts

L/C/A Barcelona Program  
lcabcn2013uo.wordpress.com

Digital Media Communication

Digital Media Labs

## AWARDS

Strategic Fellowship

Jury Prize

Digital Design Internship

## SKILLS

Artistic

Web Design

Adobe Creative Suite

Office

Video

2D / 3D Drafting

3D Modeling

Parametric Modeling

Grasshopper  
Karamba, Millipede  
Elk, Human, Local Code  
DIVA  
Firefly

Coding

Live Feedback

Physical prototyping

Languages

Digital Scholarship Center

Jordan Schnitzer Museum of Art

Inflato-Architecture Contest

Pencil, drafting, painting, sculpting

HTML5, CSS3, SCSS, JS, DB, CMS

Illustrator, Photoshop, InDesign

MS, Apple, Google, Cloud, Open

still-to-MP4, iMovie, Final Cut Pro

Rhino 4,5, Autocad

Meshlab, RhinoCAM, 3D Print, Hand

Revit, Grasshopper, Dynamo, script

Responsive generative architectures  
Physics, Form-finding  
Data Input and Attribute Assignment  
Environmental Response  
Input-Output to Outside Parametrics

VB, C, C++, Java, Python, Processing

OSC, Serial, UDP, Kinect, Leap Motion

Arduino, Pi, sensors, LEDs, servos

Italian: fluency; French, Spanish: basic