Daniel Hart

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Combining technical, design, and artistic experience to problem solve, investigate, and explore the human relationship with the environment.

Education

École Nationale Supérieure de Création Industrielle (ENSCI – Les Ateliers) – Paris, France
The first and only French national institute exclusively devoted to the advanced studies in design
(2003) **Mastère Spécialisé (Master's degree)** in Interactive Media Design

Atelier Prepart - Fine Art Preparatory School - Paris, France
(2000-2002) Painting, photography, printmaking

Stanford University - Palo Alto, CA
(1993) **Master of Science** in Aeronautics & Astronautics

Princeton University – Princeton, NJ
(1988) **Bachelor of Science** in Mechanical and Aerospace Engineering

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Experience

Senior Interactive Developer - WGBH, Boston, MA
2008 - Present
Conceptualization and building of web/mobile interactive products for NOVA and other PBS programs. Specializing in front-end development: JavaScript, ActionScript, CSS, HTML, Facebook apps, Django CMS. Projects include the NOVA Elements iPad app, featured as new and noteworthy on iTunes

Creative Director - dan-e-art, Paris, France and Boston, MA
September 2003 - Present
Interactive Design, Website development, Flash animation, film, photography. Clients included The Happy Cloud (design & implementation of website for cloud-based internet gaming), Beyond Good Intentions Films (design & implementation of a film website), Walden Media (Flash games), 360KID (branded-character game for the Leapster hand-held game console).

Senior Designer - Digitas, Boston, MA
2007 - 2008
Created rich-media Flash-based ads in a high-volume production environment for national brands: Home Depot, Sara Lee, Gillette. Design tools: Flash (AS2), Illustrator, Photoshop.

Intern - IRCAM, Paris, France
January 2003 - June 2003
Aided in the prototyping and later as a contractor to produce a documentary video of an installation at the Pompidou Centre entitled PHASE – a project to develop educational and entertaining metaphors for sound/visual/haptic interaction.

Software Engineer /Developer at Promco SA – Geneva, Switzerland
September 1997 - September 2002
Created front-end graphical user interface for an international portfolio management software.

[Aerospace Engineer at US Army Aeroflightdynamics Directorate](), Palo Alto, CA
September 1988 - May 1996
Directed experiments to better understand helicopter stability and control. Research, problem solving, scoping out the test matrix, organizing flight test & simulation experiments. Managed a team of pilots, programmers, technicians, and visiting researchers.

Exhibits

"ProcessWorks", solo show - painting and sculpture
January 14 - February 24, 2008 at the New Art Center, Newton, MA

Members Juried II, group show – curated by James Hull
February, 2006 at the Concord Art Association, Concord, MA

The Art of Construction, solo show - photography
December, 2005 at the Boston Architectural Center, Boston, MA

Newton Open Studios / Beacon Hill Art Walk
2006 - 2008 in Newton, MA and Boston, MA

Multi-sensory Exploration Installation (PHASE) - Exposition "Ecoute"
2003 at the Centre Georges Pompidou in Paris, France

Presentations & Publications

Blanken, **Hart**, & Hoh. "Helicopter Control Response Types for Hover and Low-Speed Near-Earth Tasks in Degraded Visual Conditions" Presented at the 47th Annual Forum of the American Helicopter Society, Phoenix, AZ, May 1991

Hart, D. "ADS-33C Flight Test Maneuvers Validation in a Degraded Visual Environment" Presented at the 50th Annual Forum of the American Helicopter Society, Washington, DC, May 1994

Keller, **Hart**, Schubert & Feingold. "Handling Qualities Specification Development for Cargo Helicopters" Presented at the 51st Annual Forum of the American Helicopter Society, Forth Worth, TX, May 1995

Hart & Reynolds. "Validation of ADS-33C Flight Test Maneuvers in a Degraded Visual Environment" NASA Technical Memorandum 110377, February 1996

Hart & Mitchell. "A Simulation Investigation of Motion Cueing and Visual Time Delay Effects on Two Helicopter Tasks", – NASA Technical Memorandum 110385, April 1996

Skills & Expertise

Technical	Artistic
JavaScript	Expressionist Painting – acrylic and oil
CSS, CMS, AS3	Black and White Photography
Flash	Web Design
HTML	Interactive Storytelling
AngularJS	Interaction Design
Digital Media	
ActionScript	

Volunteer Experience

Instructor at Citizen Schools
March 2007 - May 2007
Taught an animation class to Boston Public Schools middle school students in after school program.

Mentor at Boston Public Schools
September 2005 - June 2008
Princeton Alumni Association initiative to support and encourage disadvantaged youth to attend college. Mentored youth, conducted SAT prep courses, and organized speaker series.

Languages

English (Native), French (Fluent written and spoken)

References available upon request   **2/22/2015**

From LinkedIn:

"Dan did an extraordinary job designing my organization's website. He was not only highly personable and easy to work with, but he was also extremely knowledgeable about both the creative and technical sides of web design. Dan managed to make my vision for the site a reality by building the concept from the ground up in both Flash and HTML formats. Dan worked tirelessly along the way to ensure that I was happy with the end results. He really went above and beyond my expectations in terms of the amount of time and energy he dedicated to the project. As a result of his hard work, I have received countless positive comments from site visitors about the design ever since it launched in 2008. I would recommend Dan to anyone who is looking for a dedicated, professional, and creative web designer. He's outstanding."
— *Tori Hogan, former dan-e-art client*

"Dan's helpful, team-oriented attitude was a great energy to have in the Powerhouse group at Digitas. As a highly competent engineer and designer, Dan was a valuable asset and was always willing to lend a helping hand on any project and remain undaunted even in high-pressure situations."
— *Dayton Schlosser, Software Engineer, co-worker at Digitas*

"Dan worked under my supervision as a software designer and developer. I was very impressed with his rare ability to combine creativity with a sober methodical working style. In a small software development company like Promco Software engineers have to be able to unite many roles in one person: to be able to work with the customer to identify his/her needs, translate this into a Software design and to work on the technical implementation. Therefore his combination of skills was very important to us especially as he also had the necessary social skills to bridge the gap between the worlds of the business user and the "techies"."
— *Bernd Fleischmann, Head of development, Promco SA, supervisor at Promco SA*