

Dexter Callender III

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EDUCATION

Massachusetts Institute of Technology - Media Lab

Media Arts & Sciences (M.S.)

Cambridge, MA

Expected September 2024

Relevant Coursework: Creative Machine Learning; How To Make (Almost) Anything

Columbia University - School of Engineering & Applied Science

Computer Science (B.S.) / Architecture (Minor)

New York, NY

2017

Relevant Coursework: Advanced Programming; Data Structures; Discrete Mathematics; Machine Learning; Programming Languages: Python; Intro to Databases; Digital Manufacturing; Advanced Computer Modeling and Animation; Intro to Project Management

SKILLS

Programming

General: Python, Javascript (Node.js, React), HTML + CSS, Go, Java

Database and Infra: Postgres, SQL, Mongo, Unix, AWS, Kubernetes, Datadog, Git

Media: OpenCV, P5.js/Processing, Three.js/WebGL

Software

Figma, Autodesk Fusion, Rhinoceros + Grasshopper, AutoCAD

PROFESSIONAL EXPERIENCE

MIT Media Lab

Cambridge, MA

Graduate Research Assistant

2022 - present

- Researched applications of emerging technologies relevant to the fields of art and design.
- Merged computer vision techniques with digital design and manufacturing to produce artwork exhibited at Miami Art Week, NY Design Week, and the MIT Wiesner Gallery.
- Received the MIT Schnitzer Prize in the Visual Arts, awarded by Arts at MIT.

Dexter Callender III LLC

New York, NY

Independent Senior Software Engineer

2021 - 2022

- Developed web applications and backend infrastructure for clients: HouseRX (Healthcare Technology), Commonwealth (Decentralized Governance).
- Integrated third-party applications containerized on Kubernetes in collaboration with external vendors.

Compass

New York, NY

Senior Creative Developer (Full-stack)

2019 - 2021

- Developed and deployed a bespoke e-commerce platform and design customizer used to order physical real estate signs. Authored an [article](#) on the engineering and collaboration process.
- Designed and implemented the order fulfillment system, payment flow, and manufacturing integration in Go + MongoDB and Node.js, equipped with logging and telemetry in Datadog.
- Pitched and developed parametric design tools used to produce and customize Compass brand patterns using P5.js.
- Led a company-wide workshop on computational approaches to graphic design and animation using code.
- Received the "Most Creative Developer" Award.

Senior Software Engineer (Backend)

- Led the system design and engineering effort for a payment platform that enables real estate agents to make purchases across all Compass products, integrated with Stripe's API. Led a team of three engineers.
- Developed a Go/Postgres backend for an application that enables real estate agents to place branded advertisements on Facebook and Instagram.

Hugo & Marie

New York, NY

Web Engineer

2019

- Developed/improved websites for high-end fashion and finance clients; collaborated with project managers and designers.

Goldman Sachs

New York, NY

Software Engineer (R&D Engineering Team)

2017 - 2019

- Developed the React UI for a machine learning platform that enables engineers to perform machine learning tasks in hosted Python environments containerized in Docker and Kubernetes.

Summer Intern (Securities)

- Desks: Fixed Income Rates Trading, Credit Flow & Leveraged Finance