

contact

zoë ingram

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skills

programming languages:

python, javascript, c++

ruby, c#

frameworks:

node.js, angular.js,

django, rails,

ember.js, d3

software:

photoshop, illustrator

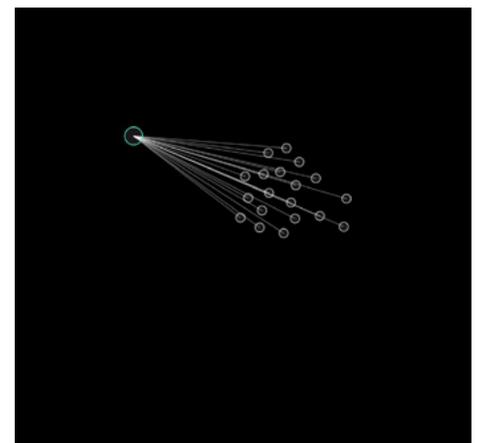
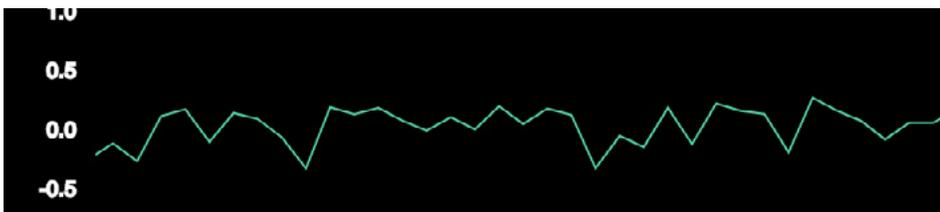
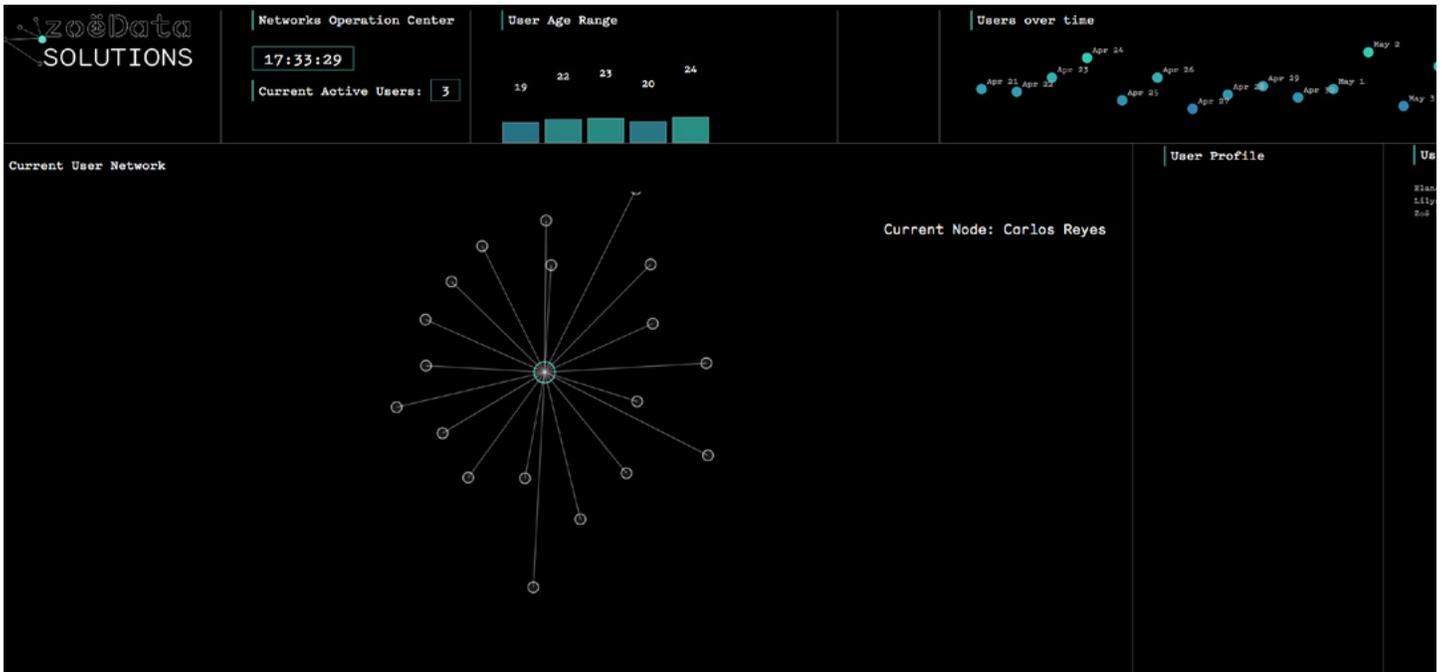
afterEffects, xcode

zoëData SOLUTIONS

<https://zoedata.solutions>

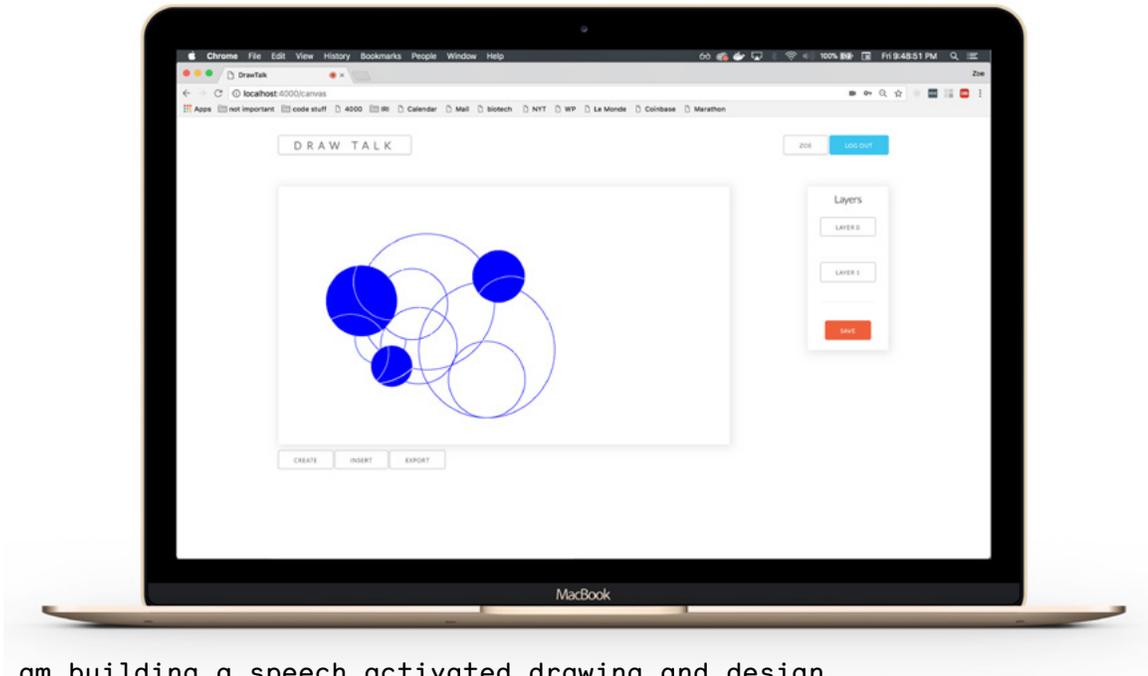
Cloud based, data driven insights.

Disrupting the DaaS industry with our microservice architecture and real-time, low latency querying algorithms.

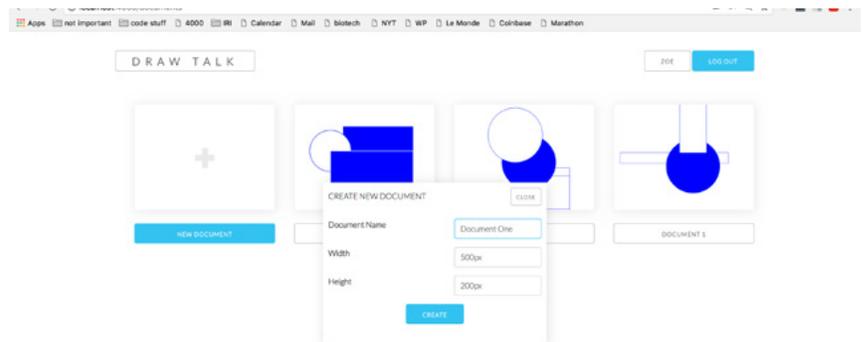
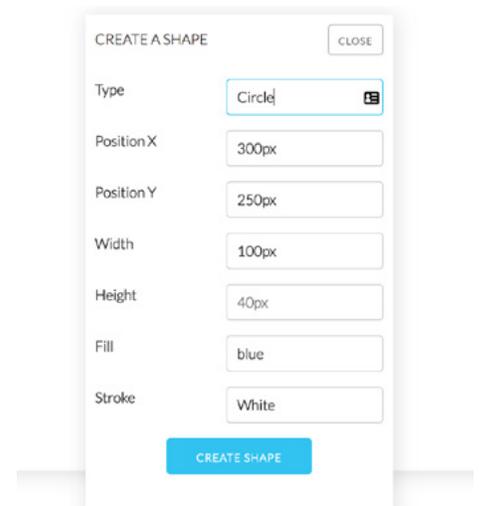


DrawTalk

Speech to Shape drawing tool



I am building a speech activated drawing and design application that runs in the browser. This application is being built on the foundation of accessibility. The software is designed for users who, due to congenital, disease or injury related disabilities, are unable to use traditional digital hardware like a mouse and keyboard. Users who do not have the time or ability to master complex software like Adobe Photoshop or Illustrator will also benefit from the simplicity of this application. By removing the human dependencies present in current visual creation software, I am able to build my application with just one human requirement: speech. By using simple phrases to illustrate shapes, colors and lines, users will be able to take the intuitive control of drawing with a pencil and combine it with the convenience of working digitally. A user can say, for example, "red square" to place a red square at a point on an XY chart.



Strike Confirmed
Unity Video Game



Strike Confirmed is a visualization of United States drone strikes in Yemen, Somalia, and Pakistan from 2002-present. To experience Strike Confirmed, the viewer takes the role of a drone pilot, shooting at targets while cruising slowly above an undefined landscape. Using data from the Bureau of Investigative Journalism to determine values of the targets, the viewer collects “points”, and is given a summary of their confirmed strikes at the end of the piece.

Cloud recognition with Google's TensorFlow



This series explores the relationship between human psychology and digital machines. Rooted in the concept of Pareidolia, a psychological phenomenon triggered by the temporal lobe of the brain, where neurons are responsible for face and object recognition. Feeding refined and intentional image data through many layers of a Convolutional Neural Network, via TensorFlow, we have created a series of images and titles, given by our machine, in attempt to invoke human psychological phenomena through code.

I handled the technical aspects of this piece, learning to use TensorFlow's pretrained Inception model to classify our images. Through several tests with varying parameters, I came to a method of running the Python scripts on our images to get data that was not obvious (as in "cloud"), and with weights that carried our code more into the abstraction between machine and psychology.

