

NICHOLAS RAKITA

rakita@protonmail.ch

+1 904 994 9095

7119 Diamond Head Rd.
Jacksonville, Florida

istigkeit.xyz →

gitlab.com/henrystanley →

instagram.com/istigkeit.xyz →

WHO AM I?

I'm Nicholas Rakita, an artist and programmer.

I moved to Prague in the fall of 2016, where I studied both computer science and fine art.

My professional practice is defined by the integration of my creative pursuits and my extensive experience with digital technology.

EDUCATION

2018 - 2021 ↴

BA in Fine Art and
Experimental Media
at *Prague College*

2016 - 2018 ↴

Incomplete BA in Computer
Science
at *Charles University*

2012 - 2016 ↴

High School
at *Alderwood Academy*

EXPERIENCE

Summer 2021 ↴

Participated in the Prague
College exhibition "*Reflection
in a Pond*"

Winter 2020 ↴

Designed and provided
illustrations for the website
Fezent.com

Spring 2020 ↴

Contributed to the collaborative
online art-film screening "*MOOD
SWINGS*"

Fall 2019 ↴

Participated in the Prague
College exhibition "*i love my
computer*"

Spring 2019 ↴

Participated in the "*SPAWN*"
exhibition at Studio Prototyp

Fall 2017 ↴

Volunteered at the annual Prague
Game Developers Session

Fall 2016 ↴

Provided cover photo for the
second edition of *Archeological
Research* by Peter N. Peregrine

WHAT I DO

FULL STACK WEB DEVELOPER

- * HTML
- * CSS
- * Javascript
- * Ruby
- * NGINX

FORMALLY TRAINED ARTIST

- * Photography & image editing
- * Visual design
- * Illustration
- * Music & sound design
- * Painting

POLYGLOT PROGRAMMER

- * Ruby
- * Haskell
- * C
- * C#
- * Elixir
- * & many more...

PERSONAL APTITUDES

- * Good at problem solving
- * Quick to learn technical
systems
- * Skilled at teaching others
- * Strong writing and textual
articulation ability

EXPERIENCED UNIX USER

- * Bash scripting
- * System configuration
- * User & package management
- * Networking & server config
- * General troubleshooting

MISCELLANEOUS

- * Knowledge of and experience
with computer hardware
- * Experience using Git for
version control
- * Familiarity with Docker
- * Basic proficiency with the
Unity game engine
- * Passion for programming
language design

PROJECTS

TARTARUS

2019 - *Ruby & Javascript*

Tartarus is a modern web-based
MUD like environment. Users
connect to a persistent world
of interactive programmable
objects via a webapp frontend.
Interaction with the
environment is mediated
through a text based
interface.

Read more →

Check out the code →

Give Tartarus a try! →

CONCRETE BASIC

2017 - *C#*

Concrete Basic is a small
dynamically typed procedural
programming language I wrote
during my time at Charles
University. It's implemented
in C# and demonstrates the
architecture of a basic
interpreter using OO
principles.

Read more →

Check out the code →

QUARK

2015 - *Haskell*

Quark is a little toy stack
based programming language
with a focus on minimalism and
flexibility. The language
shares the concatenative
paradigm with Factor and Joy,
borrows pattern matching and
symbols from Erlang, and has a
syntax that is completely
homoiconic like a Lisp.

Read more →

Check out the code →

The Quark tutorial →

SMSH

2022 - *C*

SMSH is a little program for
compositing images together
from the command-line. It
supports a set of mathematical
and bitwise operations which
can be applied pixel-wise
between two input images.

Read more →

Check out the code →

AUTOVERSE

2022 - *Javascript & WebGL*

The AUTOVERSE is a WebGL
accelerated 2D cellular
automaton engine which allow
users to randomly explore the
full space of rulesets for
these automatons and the
beautiful patterns which can
result from them.

Read more →

Check out the code →

Explore the AUTOVERSE →

DYTIWL?

2022 - *Many langs...*

Did you think I was lonely? is
a small work of conceptual
net-art. The piece consists of
a website which displays a
list of IP addresses collected
from the previous 16 visitors.

Read more →

Check out the code →

Visit DYTIWL? →