

NICHOLAS RAKITA

rakita@protonmail.ch
+420 608 049 196
Opletalova 9/917,
11000 Nové Město,
Praha, CZ

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

Spring 2024 ↴

Contracted with Prusa Research

Summer 2021 ↴

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

Winter 2020 ↴

Designed and provided illustrations for the website Fezent.com

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

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 →

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

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 automaton 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? →