Shawn Peters
Generative Artist | Creative Coder
Bay Roberts, NL
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Artist Statement

I am a generative artist and creative coder based in Newfoundland and Labrador. My work explores the intersection of technology, mathematics, and art through algorithmic processes, primarily using p5.js. By leveraging structured randomness, emergent patterns, and computational aesthetics, I create dynamic visuals that range from still images and animations to interactive installations. My practice is rooted in creative coding as a medium for artistic expression, emphasizing the distinction between generative art and AI-generated works. My projects explore themes of computational aesthetics, randomness, and audience interaction through real-time computer vision and algorithmic design.

Features & Recognition

Lone Wick Art Challenge VII (2024) – Featured Artist

'Within the Darkness' – A generative art animation created using JavaScript and p5.js. The piece was described as "haunting" and "creating a sense of wonder," successfully capturing the theme of emptiness. The feature highlighted Shawn's ability to evoke deep emotional responses through computational aesthetics.

Participation in Generative Art Challenges (Ongoing)

Regular contributor to **Genuary, Mathober, Huevember, Birb's Nest Weekly Creative Coding Challenge**, and other creative coding challenges, producing generative works based on structured prompts and themes. These challenges provide opportunities to explore new techniques, refine creative approaches, and engage with the global generative art community.

Commissions & Freelance Projects

Generative Art Commissions (2023 – Present)

- Developed algorithmic compositions and interactive art pieces for private clients.
- Created a p5.js program to generate realistic trees based on input parameters.
- Coded generative art tools and custom digital sketches based on client specifications.

Technical & Creative Skills

Generative & Digital Art: Creative coding, procedural design, algorithmic composition

Programming Languages: p5.js, JavaScript, Python, Java.

Computer Vision & Interaction: ml5.js (Handpose, Facemesh), human.js, real-time interactive art.

Publications

Python Essentials (2024)

A comprehensive guide to Python programming, covering fundamental concepts, data structures, and algorithmic problem-solving. This book serves as an accessible introduction to Python for beginners and intermediate programmers, emphasizing practical applications and computational thinking.

Teaching & Curriculum Development

High School Educator (2005 – Present)

- Over 19 years of experience teaching junior and senior high students in **science, physics, mathematics, computer science, design and fabrication, and robotics**.
- Developed engaging lesson plans integrating computational thinking, hands-on experimentation, and algorithmic problem-solving.

Freelance Curriculum Developer (2023 – Present)

- Designed and developed **computer science and mathematics curricula**, with a focus on practical applications, computational thinking, and creative problem-solving.
- Created structured learning modules covering topics in Java and Python programming.

Education

- **Bachelor of Science (Physics, Minor in Mathematics)** – Memorial University
- **Bachelor of Education (Intermediate / Secondary)** – Memorial University
- **Microcredential in Python Programming** – College of the North Atlantic