

Adam Kulidjian

Data Visualization · Designer · Developer

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I'm a designer and developer, with a specialization in data visualization. A substantial aspect of my work and process is creating diagrams and pictures to help people process, understand and think through a particular problem. Tangibly this means building wireframes, doing UI/UX, creating scrappy prototypes, and drawing diagrams live with clients.

Past Work

Issue Identification Tool for Wind/Solar (TrendLine, 2024-2026)

An internal tool that helps identify the worst actors across the wind/solar fleet.

- Developed an internal diagnostic tool to help identify issues with wind and solar assets, indicating where and why revenue was lost. The tool is now actively used by site engineers and data analysts to monitor the performance of inverters, combiners, weather stations, and turbines.
- The tool has enabled the equipment monitoring team to detect issues worth around **\$100,000 per year** since its usage. Additionally, users have reported upwards of **35 performance issues** which have led to tickets dispatched for further diagnosing and further investigations.
- Lead UI designer, front-end programmer, and project manager for this project.

design developer prototype data viz mvp figma biotech dash plotly python pandas
jupyter ui/ux

Differential Analysis Tool (General Metabolics, 2021)

An internal tool for researchers and academics to run metabolomic scenarios.

- Designed and developed a BioTech tool to help scientists and researchers run analyses on their metabolomic data.
- The tool is actively maintained to date, and is used by researchers at leading academic and BioPharma research institutions, including multinational Pharma companies.

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Projects

Complete the Square (Personal, 2026)

A Tetris-inspired arcade game I published on itch.io.

- You can watch the trailer on [YouTube](#).

music video game game dev javascript developer

[Musical Taffy](#) (Personal, 2025)

A fun exploration of what playlists could look like if they were two dimensional.

- An experiment that reimagines connections between audio by employing the 2nd dimension.
- To login, use the demo credentials that are on the login page.

developer prototype music web javascript ontology

[Simple Filter](#) (Personal, 2026)

A project that aims to explain low-pass filters visually.

design prototype music audio processing web data viz

[Pixel Paint](#) (Personal, 2020)

A tool for making sprites and pixel artwork.

- To date, this project has **500+** stars on [Github](#) and **10+ contributors**.

design javascript video games nes/snes art developer web open source

[Wiki Coop Speedrun](#) (Personal, 2026)

A co-op version of the classic wikipedia speedrun game.

Create rooms, and play with your friends to hit all the target pages before the time runs out.

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Public Speaking / Interviews

- [Crafting Impactful Dashboards for Your Clients](#) - PyData Talk (2024)
- [“Polymath” versus Polymathic Identity](#) - Conversation with Dr. Angela C Meyers (2023)

Education

McGill University – B.Sc. Mathematics, 2016 Courses: Probability, Statistics, Linear Algebra, Analysis, Computational Methods, Topology.

Skills

- **Design Tools:** Plotly, Dash, Figma, Photoshop, Illustrator.
- **Languages:** Python, JavaScript, HTML, CSS.
- **Misc:** Sublime Text, VSCode, Git, Bash, Jupyter, Codepen, Blender, Excel.