Jay Tobin
Interaction Designer and Creative Coder

tobinja1@gmail.com
linkedin.com/in/jay--tobin/ | jaytobin.com | IG: @jay__tobin

EDUCATION

Parsons School of Design, New York, NY
Master of Fine Arts in Design & Technology. May 2022.
- Graduated summa cum laude. Coursework focused on creative coding, ethics, critical design theory, prototyping and ideation. My thesis, *polyMorph*, was a self-contained digital audio workstation for making generative music, programmed in Max/MSP with additional coding in Javascript and C. Taught *polyMorph* at Red Hook Labs as part of a Pioneerworks-sponsored event.

The New School, New York, NY
Bachelor of Science in Musical Technology. May 2020.
- Graduated summa cum laude. Presented thesis project — *For Conway*, an audiovisual composition made with AI assistance — at the Dean's Honors Symposium. Edited fiction at *11 ½*, The New School's undergraduate literary magazine.

EXPERIENCE

Resident Artist, *Theaterlab*   **December 2022 - January 2023**
- Inaugural artist for the 2023 season of *Hotel New Work* at Theaterlab, a renowned experimental performance space in Manhattan.

Visual Designer and Audio Programmer, *Freelance*   **May 2022 - Currently**
- Making commission-based generative visuals for the guided meditation app *Where The Wild Love Is*, available on the App Store.
- Developing custom Max/MSP patches, from simple audio effects to entire digital audio workstations, for clients via Fiverr.

Graduate Research Assistant, *Parsons School of Design*   **August 2020 - May 2021**
- Built a virtual multi-user classroom in Unity for Parsons professor John Roach's *Sound and Space* class with New School's XReality Center.
- Developed an interactive multi-channel audio playback system, implemented Photon-based multiplayer with up to 20 concurrent users.

Archival Intern, *Issue Project Room*   **September 2019 - January 2020**
- Digitized and archived 50+ performances at ISSUE Project Room, a non-profit sound art venue in Brooklyn, NY.
- Modernized the archival process by implementing the PBCore metadata standard, a system designed to preserve as much data as possible.
- Set up performance spaces for artists, worked front of house, and raised funds by selling merchandise.

Production Manager, *WNSR New School Radio*   **September 2019 - December 2019**
-Wrote scripts, conducted interviews, recorded voice overs, and provided narration for full-length podcasts.
- Edited, mixed, and mastered podcasts and audio productions to radio broadcast standards using Pro Tools.

Undergraduate Research Assistant, *The New School*   **August 2019 - May 2020**
-Researched and applied SPAT — a sophisticated Max/MSP library for multi-channel audio processing — for performances and works with professor and artist John Roach.

Technology Intern, *Harvestworks*   **May 2018 - December 2018**
- Built a 10-channel video distribution system with remote playback server in Max/MSP and Java for video artist Marc Lafia.
- Installed works for interactive artists at New York's annual Governors Island Art Fair, as well as diagnosed and corrected technical issues using Max/MSP.

FEATURED WORK
- Freelance writing for Interactive and Immersive HQ, a TouchDesigner tutorial website.
  - "Arduino Uno for TouchDesigner and Immersive Experiences," Aug. 18, 2022.
  - "Building Instruments with TouchDesigner and Max," Sept. 24, 2020.
- Live audiovisual performance for Ars Electronica NYC at Culture Lab LIC, Sept. 8, 2021. Streamed and showcased internationally.
- Interactive *polyMorph* workshop and performance for the *Stillsuite* showcase at Millennium Film Workshop in Brooklyn, Jul. 30, 2022.

SKILLS
Languages: Java, HTML/CSS, C#, C++, C, GLSL, Python, P5.js, Processing, Arduino
Programs: Unity, Premiere Pro, Pro Tools, Max/MSP, TouchDesigner, Unreal Engine, Houdini, After Effects