Jake Welch (he/him)
Designer, creative technologist, and generative artist

Freelance Design
Creative technologist
Fall 2022 - present

Independently implements various freelance projects through research and development for visual and motion graphics, web design, music videos, and installations using Processing, p5.js, TouchDesigner, and other design tools

Milad Mozari, *Language of Movement*
Exhibition Designer and Fabricator
April 2024 - July 2024 │ Salt Lake City, UT

Supported the design and build of the UMOCA exhibit by creating generative motion graphics for projection mapping, as well as software and hardware components for an interactive pose-tracking light table. Digital and physical elements were designed and fabricated using p5.js, Adobe Premiere Pro and After Effects, Python, MediaPipe, 3D printing, and shop tools

Kevin Hartley, *Declatel Album Release Show*
Concert Visual Specialist
February 2024 - June 2024 │ Salt Lake City, UT

Designed and developed 9 custom audio-reactive visuals and a custom VJing framework to interface with live audio, DMX lighting, and MIDI controls in TouchDesigner. The visuals were performed by me during filming and a live performance at the historic Salt Lake City Masonic Temple

Adam Miller, *I Want To Be A Person*
Code Assistant
April 2024 │ Sacramento, CA (Remote)

Parsed through Python scripts written to control an animatronic inflatable puppet art installation and adapted the code for additional units. Rewired additional servo motors and Arduinos and documented changes to be implemented for future installations

University of Utah
Research Assistant
September 2023 - May 2024 │ Salt lake City, UT

Supported faculty in instructing and problem solving with students in design thinking, design research, and prototyping courses

8th Digital Humanities Utah Conference
Brand Designer
July 2023 - February 2024 │ Salt Lake City, UT

Designed a flexible brand identity using Processing for the official website and social media as well as on conference materials for the 8th Digital Humanities Utah Conference (DHU8), attended by top academics from Utah's 9 major universities

Education
B.S. in Multi-Disciplinary Design
University of Utah, December 2023

Skills
Adobe Suite, Processing, p5.js, JavaScript, HTML/CSS, Vue.js, Python, TouchDesigner, computer vision, Blender, Arduino, Figma, projection mapping, 3D printing, mold-making/casting, CNC, metal and woodworking, rapid prototyping

Problem solver, thorough and detail oriented, self-driven, collaborative, supportive, fast learner, punctual, clear communicator, optimistic

About
Technically driven and creatively minded, I am passionate about art history, technology, and the internet. I use programming as a tool in every part of my design process to create systems that are more flexible, unique, and interactive. When I'm not building design tools, you might find me in a museum, reading a book, or snuggling up with my cat Pepper.

Portfolios
www.jakewelch.design/
www.instagram.com/jake__welch/
www.linkedin.com/in/jake--welch/

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