

Experience

2017 - Current
Tokyo, Japan

Interactive Engineer @ teamLab, an ultratechnologist art collective

- Conceptualize, design, develop, and install realtime, large scale digital art installations across the world.
- Ownership of development of high profile projects in Tokyo [[Mori Digital Art Museum](#)], Singapore [[Singapore National Gallery](#), [ArtScience Museum](#)], Paris [[Grande Halle La Villette](#)], Shanghai [[Borderless](#)], Macao [[SuperNature](#)], and many more. Projection mapping and effect design for concerts, sporting events, opera, kabuki theater, and more.
- Combination of technical, low-level computer graphics optimizations and high-level systems architecture.
- Small team-based project structure; work with artistic directors, computer vision engineers, sound engineers, etc.
- Lead on team for international career development and recruitment, including guest lecture tours of US universities.
- Constant experimentation and prototyping with latest visual technologies and techniques to push bounds of media art.

2016 - 2017
Sydney, AU

Facilitator @ Decoded, a transformative digital learning company

- Instructor for seminars that empowered participants to better understand and engage in evolving digital landscape.
- Expert in communication — reduced complex technologies into easy to understand concepts.
- Bridged communication and provided context between non-technical and technical teams.
- Extensive knowledge on web development, data, cybersecurity, and development workflow and practices.
- Regional responsibilities, with courses taught in the UK, Australia, Singapore, Hong Kong, and Japan.

2015 - 2015
London, UK

Project / Preproject Consultant @ Real Software Systems, an IP accounting software company

- Cross departmental member of project management, sales, and technical consulting teams.
- Lead project manager for multiple enterprise solutions: requirements gathering with client, management of internal technical resources, milestone deliveries, onsite training and testing with client, and maintenance facilitation.
- Presales lead for European prospects. Translated business models into prototype systems and delivered onsite demos.
- Conducted internal feasibility and cost analysis for migration of core technologies to a cloud solution.

2012 - 2013
New York, NY

Consultant, Web Intern @ Crain Communications, a financial publications news organization

- Architect of CRUD admin application for *Pensions & Investments* online financial publication.
- Cross full stack web intern between *Pensions & Investment* and *InvestmentNews* publications.
- Developed on-demand micro-sites with dynamic URI routing.

Selected Works

○ Proliferating Immense Life, 2020 [teamlab.art/w/proliferating_immense_life](#)

- Interactive artwork of Japan's seasonal flowers.
- 12 synchronized PC projected onto 8m high walls.

○ Arashi 5x20 Tour, 2018 - 2019 [netflix.com/title/81219073](#)

- Designed composite and timing system for concert effects.
- 50 total concerts, 2.37 million audience members.

○ Interactive Fishing Party, 2019 [teamlab.art/w/fishingparty-water/](#)

- 80m long water fountain projection performance.
- Kids work together to try and catch sea life in the lake.

○ Sharing Rock Mass, Transcending Space, 2019 [teamlab.art/w/sharingrock](#)

- Abstract artwork that travels between museums around the world.
- Realtime networking via MQTT of interaction and movement.

○ People Create Space and Time... 2018 - 2019 [borderless.teamlab.art/shanghai/en/ew/people_create_space_shanghai/](#)

- Complex patterns emerge based on visitors' interactions.
- Communication between other artworks to dynamically change.

○ LumiKey, 2016 [jasperdegens.com/lumikey](#)

- Fun hackathon project for visual feedback while playing keyboard.
- Awarded 7digital Music Hack Day prize.

Education

2010 - 2014
Medford, MA

Bachelor of Arts in Computer Science @ Tufts University

- Magna Cum Laude — 3.8 GPA.
- Focus on computer tools and software for musicians, TA for web development course.

Languages, Skills, Softwares, Interests

Advanced

- Unity, TouchDesigner, C#, hlsl, digital communication.

Experienced

- Python, git, Houdini, Japanese, Spanish, JavaScript, Photoshop, C++, HTML, CSS, MIDI protocol.

Interests

- VJing, tech education for kids, public art, exploration, music, physical prototyping, culinary experiments, transit systems.