Jasper Degens

US + German citizen
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jasperdegens.com

Technical, Creative, Communicator

Experience

2017 - Current
Tokyo, Japan

Interactive Engineer @ teamLab, *an ultratechnologist art collective*

- Technical lead and application owner of high profile artworks including installations in Tokyo [*teamLab Borderless*], Singapore [*Singapore National Gallery*, *ArtScience Museum*], Paris [*Grande Halle La Villette*], Shanghai [*Borderless*], Macao [*SuperNature*].
- Utilized Agile methodologies to develop, exhibit, and evolve artworks: technical rep in cross-functional creative teams, managed feature queue and backlog, collected observational and guest's interactive data, deployed releases ~tri-weekly.
- Created unparalleled immersive, interactive experiences for visitors, culminating in world record for most visitors to a single artist museum (2.3 million visitors at *teamLab Borderless* in 1st year of operation [2018]).
- Collaborated with performers to develop timing systems and visuals for concerts, sport events, opera, and kabuki theater.
- Team lead and front facing member for interviewing, mentoring, and developing careers of international recruits. Directly responsible for 50% of international team hires and interns. Annually undertook recruiting lecture tour at US universities.
- Generated procedural architectural models of homes, museums and playgrounds inspired by slime mold growth simulation.

2019 - Current
Remote

2016 - 2017
Asia Pacific

2015 - 2015
London, UK

Facilitator @ Decoded, *a transformative digital learning company*

- Freelance instructor for seminars that empowered participants to make more technologically driven and informed decisions.
- Distilled complex technologies into straightforward concepts and demonstrated relevance to attendees' industries.
- Provided context, case studies, and hands-on exercises related to web development, data science, and cybersecurity.
- Experience facilitating in-person as well as virtually, utilizing remote learning tools such as Mentimeter and Zoom.
- Constantly improved net promoter score by gathering and integrating feedback from each session to iterate content.
- Responsible for delivering courses across multiple regions, including the UK, Australia, Singapore, Hong Kong, and Japan.

2014 - 2015
London, UK

Project / Preproject Consultant @ Real Software Systems, *a royalty and IP accounting software company*

- Cross departmental member of project management, presales, and technical consulting teams.
- Lead project manager for successful Ubisoft solution and integration: collected requirements with client, managed internal technical resources, devised and executed internal testing, oversaw UAT, trained client onsite, tracked bugs with Jira.
- Translated range of business models into prototype systems to demo for regional prospects. Led to conversion of All3Media.
- Conducted internal feasibility and cost analysis for migration of core technologies to AWS or Azure cloud platforms.

2015 - 2015
London, UK

Volunteer Mentor @ CoderDojo, *a volunteer-led organization promoting coding skills and CS education*

- Mentored young coders with their labor-of-love Scratch games, funky personal websites, and robotic experiments.
- Helped pilot the BBC micro:bit release to the public, building projects with kids at London hackathons.
- Mentor for "Dojos" at local community centers and corporate locations, from St. John the Baptist Church to Firefox's UK HQ.

Selected Works

Proliferating Immense Life, 2020
teamlab.art/w/proliferating_immense_life
- Interactive artwork featuring Japan's seasonal flowers.
- 12 synchronized PCs projected onto 336m^2 wall maze.

Arashi 5x20 Tour, 2018 - 2019
netflix.com/title/81219073
- Composite and timing system for performance effects.
- 50 total concerts in Japan, 2.37 million total attendees.

Sharing Rock Mass, Transcending Space, 2019
teamlab.art/w/sharingrock
- Abstract artwork that drifts around museums across the world.
- Interaction and location networked globally in realtime with MQTT.

Mikkeller Beer Celebration Tokyo, 2019
jasperdegens.com/mbct2019
- VJ for international beer festival at Shibuya Stream concert venue.
- Beer themed realtime visuals and interactive "Kanpai Machine".

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 courses.

Languages, Skills, Softwares, Interests

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

Familiar
- HLSL, Houdini, Japanese, Spanish, Python, git, JavaScript, Asana, Jira, Photoshop, HTML.

Interests
- VJing, tech education for kids, public art, foreign exploration, soundcloud stack sifting, culinary experiments, transit systems.