

Experience

2017 - Current
Tokyo, Japan

Interactive Engineer @ teamLab, an ultratechnologist art collective

- Lead developer and technical manager 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](#)].
- Conceptualized, designed, and improved immersive interactive exhibitions driven by unparalleled visitor experience, culminating in world record for most visitors to a single artist museum (2.3 million guests to [teamLab Borderless](#) in 1st year).
- Collaborated with performers to develop timing systems and visuals for concerts, sport events, opera, and kabuki theater.
- Team lead for international recruitment and career development, including guest lecture tours of US universities. Directly responsible for 50% of international hires and international interns.
- Generated procedural architectural models of homes, museums and playgrounds inspired by slime mold growth simulation.

2016 - 2017
Sydney, AU

Facilitator @ Decoded, a transformative digital learning company

- Instructor for seminars that empowered participants to make more technologically informed decisions in the workplace.
- Distilled complex technologies into straightforward concepts and demonstrated relevance to attendees' industries.

2015 - 2015
London, UK

- Provided context, case studies, and hands-on exercises related to web development, data science, and cybersecurity.

- 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 testing, trained and tested client onsite, and oversaw maintenance and support.
- 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 cloud solution providers.

2012 - 2013
New York, NY

Consultant, Web Intern @ Crain Communications, an organization of financial news publications

- Architect of CRUD admin application for *Pensions & Investments* online event platform for investment conferences.
- Developed PHP quiz platform for prequestionnaires and feedback from seminars.
- Summer web intern for *Pensions & Investment* and *InvestmentNews* publications, role extended thru winter as consultant.

Selected Works

○ Proliferating Immense Life, 2020

[teamlab.art/w/proliferating_immense_life](#)

- Interactive artwork featuring Japan's seasonal flowers.
- 12 synchronized PCs projected onto 336m² 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.

○ Interactive Fishing Party, 2019

[teamlab.art/w/fishingparty-water/](#)

- 80m long water fountain projection performance.
- Children 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 to museums around the world.
- Interaction and location networked globally in realtime with MQTT.

○ People Create Space and Time... 2018 - 2019

[borderless.teamlab.art/shanghai/en/ew/people_create_space_shanghai/](#)

- Complex patterns emerge based on visitors' behaviour.
- Inspired by research of moire fabrics and designs.

○ 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

- Houdini, Japanese, Spanish, hls, Python, git, JavaScript, Photoshop, HTML.

Interests

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