

JASPER KATZBAN

DESIGNER & ENGINEER

CONTACT

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Portfolio

jasperkatzban.com

Github

@jasperkatzban

SKILLS

Technical

Python, JS, React, HTML, CSS, C, C++,
MATLAB, Processing, GCP, AWS, Git,
Solidworks CSWA

Creative

Adobe Suite, Figma, Sketch, Framer X,
InVision, Blender, Audio & Video
Production, Google Suite, Miro

Soft Skills

UX Research, Project Management,
Technical Documentation, Agile Dev.

RELEVANT COURSEWORK

Software Design

Data Science

Modeling & Simulation

Software Systems

Data Structures & Algorithms

Sustainable Design

User Oriented Collaborative Design

Materials Consumption & Impact

EXPERIENCE

UX Engineer, Ancient Ritual - 2021

Collaborating with head designer and lead engineer to produce immersive, wellness-focused audiovisual experiences. Developed Python / MIDI / DMX tooling to design and visualize custom theatrical lighting. Helped establish audio branding and produced custom music and soundscapes for user demos in Ableton Live.

Accessible Design Group at Olin College - 2021 (Research Position)

Performed UX research and product design for an iPhone app to help blind and low vision individuals navigate the built world. Implemented mobile analytics pipeline in Swift, Firebase, & Python.

Freelance Design Services - 2018 to Present

Providing web design & development, 2D / 3D content creation, and digital & brand strategy consultation to non-profits and startups in the sustainability and social impact fields.

FEATURED PROJECTS

Automated Hydroponics Dashboard - Spring 2022 (present)

Designed and deployed interfaces to monitor water quality in a local community hydroponic garden. Designed and tested UI prototypes in Figma. Integrated with REST and GraphQL APIs using Apollo / React.

CantoVario: Musical Variations via Chaos - Spring 2021

Researched and developed user interface prototypes for a novel tool to help musicians iterate on their compositions. Led R&D process in Miro, Framer, and JS / React, testing weekly with a user group.

Return Design - Spring 2021

Designed logos, brand identity, and teaching tools for social impact non-profits as part of a student-populated design firm at Olin College.

Inequity in Spotify's Recommendation Algorithm - Fall 2021

Used graph theory to explore biases in Spotify's song recommendation algorithm. Used Python / NetworkX to model and analyze artist data from the Spotify API. Visualized findings in a Jupyter Notebook.

Surface Player - Fall 2021

Created a record player synth which scans objects and generates sound based on their geometry in real time. Implemented & optimized stack featuring OpenCV, audio synthesis, and motor control on a RasPi.

EDUCATION

Olin College of Engineering

BS Engineering: Computing & Design (2019-2023)

Recipient of 4-yr 50% Olin Merit Scholarship | GPA: 3.8

Activities: Hydroponics Automation, Public Interest Tech Group,
Sustainable Materials Collective, Entrepreneurship Club Co-Director