Jasmin Rubinovitz

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Education

Cambridge, MA Massachusetts Institute of Technology (MIT)

Master of Science in Media Arts and Sciences at MIT Media Lab GPA: 4.9/5

Hebrew University of Jerusalem Jerusalem, Israel

> Bachelor of Science in Computer Science cum laude GPA: 90.56 / 100 2014

Jerusalem, Israel Bezalel Academy of Arts and Design

> 2011-2015 Coursework towards Bachelor of Fine Arts in Ceramic Design

Experience

Tel - Aviv, Israel Google 2019 - Current

2017

Conducting research and software development in the fields of NLP and conversational Al.

Brooklyn, NY Fake Love, a New York Times Company

2017 - 2019 Lead Creative Technologist

Al Resident

Lead tech teams of 3-7 engineers bringing experiential projects from concept to delivery.

Oversaw projects technical development, collaborating with production and creative departments.

Explored ideas for innovative experiences, using technology as a core component for storytelling.

MIT Center For Civic Media Cambridge, MA

> 2017 Lead Full-Stack Developer

> > Architected and built Gobo.social - a web based social media aggregator with filters the user can control.

Cambridge, MA MIT Media Lab, Viral Communications Group

2015 - 2017 Research Assistant

> Developed interactive data visualizations to easily explore the information and different perspectives in mass media and to enable humans and machine learning models to collaborate.

Designed and developed the front-end of FiftyNifty.org - a game that simplifies the process of calling congress while encouraging a social network to do the same.

Berkeley, CA Stochastic Labs

2016 Artist in Residence

> Concepted and built GooevBrain - an open-source app for creative applications of Deep Learning using Tensorflow.

Tel - Aviv. Israel Google 2013 - 2015 Software Engineer Intern

Developed key features in Google's instant search results.

Worked on server and client side applications that are seen by millions of international users daily.

Teaching and Public Speaking

Jerusalem Israel Adjunct Faculty, Bezalel Academy of Arts and Design

2020 - current Teaching "Al and Design" at the Department for Visual Communications,

Developed the course syllabus and all teaching materials.

Jerusalem Israel Adjunct Faculty, Hebrew University of Jerusalem

2020 Co-thought "Machine Learning as a Tool for Interactive Products"

New York, NY Adjunct Faculty, School Of Visual Arts

2018 Tought "Intro to Web Programming I" class to graduate students of the SVA MFA

Computer Arts academic program. Developed the course syllabus and all

teaching materials.

Cambridge, MA Teaching Assistant

2016 "How To Make (Almost) Anything" course, MIT Media Lab

Houston, TX Speaker, Grace Hopper Celebration

2018 "Building Meaningful Experiences With Art And Technology".

New York, NY Speaker, Write/Speak/Code

2018 "Storytelling with Fake Love".

Exhibitions

Tokyo, Japan 21_21 Design Sight, "Translations" Exhibition

2020 "Found in Translation" with Google Creative Lab + Studio TheGreenEyl

Cambridge, MA "Paper Curiosities" Exhibition, Wiesner Student Art Gallery, MIT

2016 Interactive Tangible Data Visualizations, Collaborative project.

Jerusalem, Israel Hansen - Center of Design, Media and Technology, "Texperience" Exhibition

2014 "Live Green Screen" - a site-specific interactive experience, using 3D sensors. "Auditory Visualization" - communicating information with natural sounds.

Skills

Programming Python, Javascript, HTML, CSS, Java, C, C++, Node, React.js, Vue.js.

Web Development, Databases (SQL, Mongo), Data Visualization, Embedded Programming, Interface and Applications design, Natural Language Processing,

Machine Learning.

Design Tools Photoshop, Illustrator, After Effects, Rhinoceros, Grasshopper, Solidworks,

EagleCAD.

Fabrication/Art Laser cutter, CNC, PCB Milling, Vinyl cutter, 3D Printing, Ceramic technologies