

Jay Tobin

Audio/Visual Specialist

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EDUCATION

Parsons School of Design, New York, NY

Master of Fine Arts in Design & Technology. Degree expected May 2022.

- Coursework has focused on creative coding, ethics, critical design theory, artificial intelligence, UX/UI, interactive game design, prototyping and ideation. Projects include interactive data mapping with Java, game design in 2D and 3D in Unity, programming musical instruments in Max/MSP, zine-making, and data sonification.

The New School, New York, NY

Bachelor's of Science in Musical Technology. May 2020.

- Graduated summa cum laude. Presented thesis project *For Conway* — an audiovisual composition made with AI assistance — at the Dean's Honors Symposium alongside four other students.

EXPERIENCE

Graduate Research Assistant, Parsons School of Design

August 2020 - Present

- Built a virtual multi-user classroom in Unity for Parsons professor John Roach's *Sound and Space* class with New School's XReality Center.
- Developed an interactive multi-channel audio playback system, implemented Photon-based multiplayer with up to 20 concurrent users.

Fiction Editor and Social Media Editor, Eleven and a Half Magazine

September 2019 - May 2020

- Edited and selected 10 works of fiction and visual art for publication with a team of five editors.
- Spearheaded a social media campaign to increase the magazine's presence on Instagram, doubling engagement with consistent story posts and behind-the-scenes content.

Archival Intern, Issue Project Room

September 2019 - January 2020

- Digitized and archived 50+ performances at ISSUE Project Room, a non-profit sound art venue in Brooklyn, NY.
- Modernized the archival process by implementing the PBCore metadata standard, a system designed to preserve as much data as possible.
- Set up performance spaces for artists, worked front of house, and raised funds by selling merchandise.

Production Manager, WNSR New School Radio

September 2019 - December 2019

- Wrote scripts, conducted interviews, recorded voice overs, and provided narration for full-length podcasts.
- Edited, mixed, and mastered podcasts and audio productions to radio broadcast standards using Pro Tools.

Undergraduate Research Assistant, The New School

August 2019 - May 2020

- Researched and applied SPAT — a sophisticated Max/MSP library for multi-channel audio processing — for performances and works with professor and artist John Roach.

Technology Intern, Harvestworks

May 2018 - December 2018

- Built a 10-channel video distribution system with remote playback server in Max/MSP and Java for video artist Marc Lafia.
- Installed works for interactive artists at New York's annual Governors Island Art Fair, as well as diagnosed and corrected technical issues using Max/MSP.

FEATURED WORK

- Freelance writing for Interactive and Immersive HQ, a TouchDesigner tutorial website.
 - "Generating Reactive Audio with TouchDesigner and Max," Dec. 24, 2020.
 - "Building Instruments with TouchDesigner and Max," Sept. 24, 2020.
- *In Noise*, an audiovisual composition, shown in-person at the Creative Code Festival at Lightbox NYC, Nov. 12, 2020.
- *2009, Along Z*, a silent 3D animation, showcased in VR at Escape010101's The Maze, Sept. 10 - 20, 2020.
- *For Conway*, an audio-reactive animation with generative music, presented in VR at the Creative Code Visual Art Showcase, Aug. 8, 2020.

SKILLS

Languages: Java, HTML/CSS, C#, C++, GLSL, Python, P5.js, Processing

Programs: Unity, Premiere Pro, Pro Tools, Max/MSP, TouchDesigner, Unreal Engine, Houdini, After Effects