

JASPER KATZBAN

DESIGN TECHNOLOGIST

CONTACT

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Portfolio

jasperkatzban.com

Github

@jasperkatzban

SKILLS

Technical

Python, JS, React, HTML, CSS, C, C++,
Processing, P5.js, GCP, AWS, Git,
MATLAB, Solidworks CSWA,

Creative

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

Design Skills

UX Research, Project Management,
Technical Documentation, Agile Dev

RELEVANT COURSEWORK

Affordable Design & Entrepreneurship

User Oriented Collaborative Design

Sustainable Biomimetic Design

Software Design & Systems

Data Science

Modeling & Simulation

Architecture & Urbanism

Materials Consumption & Impact

EXPERIENCE

Data Designer at Air Partners - 2022 to 2023

As a student in this group, I work with residents, policy makers, and a local environmental justice coalition in Roxbury, MA to develop air quality stories and data visualizations that support clean air policy and pollution mitigation.

Software Engineer, Righthand Robotics - 2022 (Internship)

Led co-design efforts with 5 internal engineering teams to create web-based robotics telemetry and path planning viz tools. Integrated with production Python code and developed a modular Python + React JS framework, empowering engineers to further build visualization tools to suit their needs as the company grows.

UX Engineer, Ancient Ritual - 2021 to 2022

Collaborated 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.

FEATURED PROJECTS

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: Public Interest Tech Group, Hydroponics Automation Lead, Sustainable Materials Collective, Olin Climate Justice