




# YONATAN ROZIN

INTERACTIVE TECHNOLOGIST

Brooklyn, NY 

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## EDUCATION

### MPS | NYU Tisch – Interactive Telecommunications Program (ITP)

SEPT 2020 – MAY 2022

### BM – Percussion Performance | Johns Hopkins University - Peabody Institute

SEPT 2016 – MAY 2020

- Dean's List

## EXPERIENCE

### Lead Creative Technologist | Kat Mustatea Studio

JAN 2023 - PRESENT

- Designed and developed the bespoke interactive network using OpenFrameworks, Node.js, a JavaScript-based voice synthesizer and a frontend React GUI for an upcoming live multimedia theater work, securing thousands of dollars in grants.
- Communicated frequently with dancers and lead artist to maximize usability and meet aesthetic goals.
- Handled show controls, projected visuals and sound board during a public preview at ONX Studio.
- Current finalist in the 2024 Guthman New Musical Instrument Competition.

### Adjunct Instructor | NYU – Interactive Telecommunications Program (ITP)

JAN 2024 – MAY 2024

- Teaching “Connected Devices and Networked Interaction”, a 14-week graduate-level course with topics including wireless networking protocols, server-side scripting, IoT and cloud hosting services.

### Research Resident / ITP Website Frontend Developer | NYU – ITP

AUG 2022 – AUG 2023

- A 1-year residency offered to a limited selection of NYU-ITP graduates. Residents assist with departmental needs and receive financial support in the development of their own creative practice.
- Worked on the resident- and student-run development team of the new public-facing ITP website. Created custom WordPress blocks that dynamically query and display departmental information such as courses, faculty, news and events. Produced documentation to facilitate long-term maintenance and development.
- Assisted with a course in creating musical instruments, including workshops, one-on-one assistance and audio setup for live rehearsals and final performances.

### Teaching Assistant | NYU – ITP & Courant School

SEPT 2021 – MAY 2022

- Assisted with preparing class materials, one-on-one meetings with students and grading exams in 3 courses across 2 NYU departments with topics including web-based interactive 2D and 3D graphics, physical computing and introductory programming with Python.

## SKILLS

- Front-end (HTML, CSS, JavaScript, React, WordPress)
- Back-end (Node.js, SQL, IoT)
- C++, Arduino
- OpenFrameworks, THREE.js, P5.js
- Max/MSP
- TouchDesigner
- Git
- TensorFlow / Keras