YONATAN ROZIN
INTERACTIVE TECHNOLOGIST

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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 for an upcoming live multimedia theater work, securing over $20,000 in grant funding.
- Tech used: Python script, Node.js, HTC Vive Trackers, open-source vocal synthesizer, Electron/React.js GUI.
- Communicated frequently with dancers and lead artist to refine aesthetic properties and maximize usability for performers across several rapid technical iterations.
- Handled show controls, projected visuals and sound board during a public preview at ONX Studio.
- Finalist in the 2024 Guthman New Musical Instrument Competition.

Adjunct Instructor | NYU – Interactive Telecommunications Program (ITP)
JAN 2024 – MAY 2024
- "Connected Devices and Networked Interaction", a 14-week, introductory graduate-level course.
- Covered topics: IoT protocols (HTTP, MQTT, OSC, BlueTooth LE), Node.js, TCP/IP, cloud hosting services, network architectures, Raspberry PI

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 with hundreds of monthly visitors. Produced custom Wordpress blocks built in React.js that query and display updated departmental information such as courses, faculty, news and events.
- 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, JS/TS, React, WordPress, Electron)
- Back-end (Node.js, SQL, IoT)
- C++, Arduino, Raspberry PI
- OpenFrameworks, THREE.js, P5.js
- Max/MSP
- TouchDesigner
- Git
- TensorFlow/Keras