

JONATHAN BOBROW

address

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Objective

I am looking forward to working for an innovative, progressive, and collaborative company which creates socially conscious and technologically immersive work. I am excited to apply my skills and take on challenging new projects.

Experience

Programmer Analyst II, Institute for Creative Technologies September 2009 – Present

At ICT, I created intuitive interactive quiz applications to be utilized in the Mobile Counter-IED Interactive Trainer. Assessing both the conceptual demands of the project and the technologies implemented, I created a solution that utilized the current system where appropriate and amended it where necessary. I created versatile Flash based ActionScript 3 programs to not only quiz but also exercise the soldiers in training. I am currently working on the GUI for an instructor's "dashboard" to give realtime updates on classroom comprehension. This is a core component to a Virtual Human interpersonal skills trainer.

Freelance Web Design, Motion Graphics, Concept Art, Consultation August 2008 – Present

As a self motivated and inspired entrepreneur I have taken on all responsibilities of my freelance work to aid companies in creating a web presence as well as helping artists with installations and companies present their ideas with visual aids. Because of my varied background, I take on work for programming as well as aesthetic design.

Popcycle - Rebeca Mendez Design - Dimagi - Nokia Research Lab Hollywood - IJM Enterprises - Jody Zellen - Istituto Italiano di Cultura - Standardized Equality - CongoCash.org - AP Custom Home Entertainment

Apple Specialist Technician, AP Custom Home Entertainment August 2007 – August 2009

My work consists of creating systems and networks that would be self sustainable. Companies hire me to set up a company network in which they do not need to hire a full time IT and professionals hire me to update their systems as well as customize their machine to be optimal for their use. Working with a team to do entire home entertainment and home automation systems, I am a key element in the planning and execution of a smart home system.

Production Director, Dance Marathon at UCLA April 2007- April 2008

Responsible for managing several committees integral to the production of UCLA Dance Marathon, the largest student run philanthropic event on the west coast. As one of four members of the organization's executive team, my roles include liaising with UCLA professional staff, beneficiaries, production companies and the student committees, organizing meetings and conceptualizing a 26-hour event. We grossed nearly \$385,000.

Design | Media Director, Dance Marathon at UCLA April 2005- April 2006

Responsible for creating a cohesive identity for the event across multimedia: website, print (small and large scale), logo, video, and apparel. I ran committee meetings for a design|media committee. I was not only responsible for my own work with mainly print and final cuts for video, but facilitating strong communication with the team to complete work in a tight schedule. We grossed nearly \$270,000.

Motion Designer, Gentle Giant Studios Summer 2002, 2003, 2006

Created unique video installations and edited video for the installation. Planned, articulated and executed the process and production. Worked with 9 high-definition monitors and set up a system of mac minis to automatically run programmed promotional videos that were coordinated to make the screens appear linked.

Education

University of California Los Angeles (UCLA) — Design|Media Arts major, B.A. Spring 2008
Mathematics minor, Spring 2008
Dean's List

Calabasas High School, Calabasas, Ca — Graduated High Honors

Honors

UCLA Dean's List
University of Southern California Presidential Scholarship (declined)
University of California Regents Scholarship (declined)
Golden State Scholarship
Math Department Award
American Invitational Math Exam
American Math Competition (top score)
California Math League (top score)
Golden State Exam High Honors (Math, Chemistry, Physics, Biology)
First place honors (2) Ventura County Fair (Oil Paintings)

Software Skills

Adobe Creative Suite > Illustrator, Photoshop, InDesign, Premiere, After Effects, Dreamweaver,
Flash // Apple Final Cut Pro, Motion, DVD Studio Pro // Processing (Java), Arduino, C++, PHP,
HTML, CSS, Action Script 3, Eclipse, Xcode // Autodesk Maya // Swift 3D // SketchUp //
Microsoft Office > Word, Excel, Powerpoint

Formal Training

UCLA

- Typography, Color Theory, Form, Video, Perspective Drawing
- Advanced Programming(Processing)
- Electronics Programming (Interactivity)
- AP Calculus, Honors Multivariable Calculus, Linear Algebra, Mathematical Modeling,
Combinatorics, Nonlinear Dynamics and Chaos Theory
- Programming in Computing (C++)
- AP Computer Science(C++)
- Oil Painting, Acrylic, Watercolor
- Life Drawing

Hobbies

Since I come from a background of mathematics, art, sports, and performing arts, I incorporate a variety of techniques along with clever uses for seemingly not applicable tools. My hobbies are an eclectic mix of nerdy (tournament table tennis player) to rockstar (air guitar contest champion) and back to nerdy (napoleon dynamite dance impersonator). I am currently a manager of my city league baseball team and I frequently mountain bike through the hills of Santa Monica. To be honest, there is very little that I am not interested in doing, and I am always interested in learning.

References

Todd Richmond, Project Director, USC Institute for Creative Technologies
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