

# JONATHAN BOBROW

## address

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## Objective

Looking forward to joining a company with ambitious goals and a culture of curiosity.

From founding a company out of MIT Media Lab to shipping AI tools for semiconductor fabrication, my path has been driven by a belief that play shapes the way we think and that delight is core to designing meaningful experiences. My artistic and technical background is in service of shared human experiences and learning.

## Experience

### Lead Design Engineer, Nanotronics 2023 – Present

Joined as a UX/UI Designer and rapidly expanded into a cross-functional role spanning design, development, SEO, and product management. As an individual contributor, I designed and developed custom, vanilla applications, then scaled with Next.js and Electron. Led design, frontend development, SEO, and product strategy, driving 100x lead growth, 500k+ monthly organic impressions, and a product beta launch adopted by a top-tier semiconductor company.

### CEO & Founder, Move38 September 2016 – 2023

Spun out of research at MIT Media Lab, I designed and developed 3 product lines, including our flagship, Blinks, an open-source physical/digital game system. Grew the platform to 6,000+ customers and \$1.2M in revenue, raised \$1M in pre-seed capital, and built a team that fostered a 1,000+ developer community, launched 40+ games, and shipped 100,000 devices.

### Assistant Professor, NYU Tisch School of the Arts 2021

Designed and taught an original curriculum, *Designing for Emergent Systems of Play*, for the Open Arts department. Using the Blinks Game System as a platform, students explored color theory, game design, distributed systems, and emergent behavior. Final projects included games modeled on predator-prey dynamics and contagion systems.

### Research Assistant, MIT Media Lab–Playful Systems 2014 – 2016

Designed and developed a real-time cooperative game to experience "the best and worst of democracy in 60 seconds, everyday." Researched bio-inspired multi-agent systems, emergent behavior, and complex systems. Hired and led a team of undergraduate researchers to develop an open-source platform for hands-on exploration of complex systems, completing my thesis in the process.

### Creative Technologist, Potion Design 2011 – 2014

Designed and developed interactive museum installations for the Smithsonian and Museum of Science and Industry. Built iPad applications for the Avedon Foundation and Smithsonian Channel, and prototyped novel hardware interfaces for large-scale installations.

### Freelance Design, Fabrication, Motion Graphics & Consultation 2008 – Present

What started as professors and friends asking for help bringing ideas to life has continued to bring me joy and keep my curious mind solving new and interesting problems.

Vertical Group • Popcycle • Rebeca Mendez Design • Dimagi • Nokia Research Lab Hollywood • IJM Enterprises • Jody Zellen • The Public Radio • Haystack Mountain School of the Arts

## Education

Massachusetts Institute of Technology

Media Arts & Sciences, M.A.S Spring 2016  
MIT Media Lab, Playful Systems

University of California Los Angeles

Design|Media Arts major, B.A. Spring 2008  
Mathematics minor, Spring 2008

### Speaking & Guest Lecture

TEDx - Creating a Generation of System Thinkers with Play  
MoMath - Origami meets Lego - My Discovering Platonic Solids  
Gathering 4 Gardner - Open-Source Physical Cellular Automata  
Guest Lecturer - RISD, Pratt, NYU ITP, USC – Jimmy Iovine and André Young Academy

### Honors

Maker Faire - Educator's Award · Editor's Choice (multiple)  
UCLA Dean's List, Golden State Scholarship  
University of Southern California Presidential Scholarship (declined)  
University of California Regents Scholarship (declined)

### Early Recognition

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, Ventura County Fair (Oil Painting)

### Software Skills

Often, I build my own tools, otherwise, I put many existing ones to work // Claude Code // Figma // Adobe Creative Suite > XD, Illustrator, Photoshop, InDesign, Premiere, After Effects // Apple Final Cut X, Motion // P5.js, Processing, Arduino, Javascript, C++, HTML, CSS // CAD > Autodesk Fusion360, OnShape // G-Suite, Microsoft Office > Word, Excel, Powerpoint // Notion

### 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 love biking long-distance on my fixed gear, playing baseball, and going hiking with my partner and our dog, Ernie (who has a prosthetic leg). To be honest, there is very little that I am not interested in doing, and I am always interested in learning.

### References

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