

# Torin Blankensmith

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## Work Experience

### Creative Technologist: Google Creative Lab 5

New York, NY, July 2017 - July 2018

Worked as one of 5 recent college grads in Google's Creative Lab helping to take their emerging technology / research and make it accessible and exciting to the public.

Worked on Web-AR, Web-VR, and WebGL prototypes.

Launched **Beat Blender**: Google AI Experiment Website

Won Best Demo at NIPS 2018 Machine learning conference. Shown at EYEO festival, MOOGFEST & Ableton Loop

Created interactive prototypes and UX flows and worked with Kyle Philips to implement the final site. Also contributed to the MusicVAE.js machine learning library that powers Beat Blender and Melody Mixer.

Launched **Melody Mixer**: Google AI Experiment website

Developed prototypes in Processing, and worked on final implementation in P5.js to help onboard new developers to Magenta.js. Created a developer tutorial for Google Magenta's MusicVAE.js library + TensorFlow.js. Contributed to Magenta's open source library.

### Creative Technologist: Google Creative Lab Intern

New York, NY, June - September 2016

Designed and prototyped new functionality for the Gboard iOS app and pitched the feature to the Gboard team. After receiving an ETA of a year to build the feature I programed the iOS feature and hosted the code on google3.

Moderated usability testing for physical prototypes. Integrated heuristics into our testing, so iterations of the prototype could have data driven changes. Programed new features into the prototype using the ioio board.

### Software Engineering Intern: Adobe Experience Manager (AEM) App Dev.

San Jose, CA, June - October 2015

<http://aem-ecommerce-pr.webflow.io>

Worked with the AEM team to learn their software stack.

Created a step by step developer guide on how to build apps+ components in AEM.

Designed, prototyped and implemented an in-store shopper concierge app. Utilized AEM, PhoneGap Enterprise, Ionic, Angular.js, and Webflow.

### iOS & Full Stack Software Development Intern at Taggle Inc.

Seattle, WA, June 2014 - Mar 2015

[www.theprose.com](http://www.theprose.com)

Designed and implemented a custom media player and audio recording feature utilizing the singleton design pattern. Implemented in iOS with a PHP back-end.

Designed an implemented an activity page and database for iOS that displays the user's most recent in-app notifications in real time.

### Teaching Assistant: UW Computer Science Department

Seattle, WA, January - June 2013

Taught Java language features and best programming practices to roughly 25 student sections in intro programming class.

Graded implementation and internal style correctness of programming assignments and exams.

## Interests

Ultra running, rock climbing, photography, generative design, audio engineering, data visualization, computational design drumming, piano, skiing, glassblowing.

## Personal Projects

### Co-Creator/ ShaderPark: WebGL + GLSL Raymarching Creative Coding Community

2018 / WIP

Created a set of tools to simplify the process of making 3D raymarched objects in fragment shaders.

Created a documentation site to help onboard new developers.

Utilized three.js, vue.js, vuex, and firebase to create a real time web editor. Used Webflow for prototyping the UX/UI.

### Senior Capstone TARV: Eye-tracking Assistive Tech & Research

Seattle, WA, 2016 - 2017

Won the 2016 HCDE Capstone Technology Award.

<https://goo.gl/1uUfP9>

Worked with Harborview Medical Center, and the Taskar Center for AccessibleTech at the UW Computer Science department to develop an interface for assistive eye-tracking technology to help individuals with physical disabilities control IOT connected objects in their environments and gain autonomy.

Utilized the Pupil Labs eye-tracking headset, Arduino, and Processing to develop an interface that eliminated dwell time as a means of selection for eye-tracking.

### SonoSphere: Music Discovery by Location

Seattle, WA, 2013 - 2014

[torinblankensmith.webflow.io/projects/sonosphere](http://torinblankensmith.webflow.io/projects/sonosphere)

Utilized MongoDB, Python, Google GeocodingAPI and threading to create a web crawler to aggregate the most popular songs at a given geolocation from SoundCloud and Hypemachine.

Aggregated over 2.5 million users, 13 million songs, and 155 million favorites containing the username, song title, artist, time favorited, and the latitude and longitude of the user.

Developed website front-end in Javascript using Three.js for interactive data visualization and the Python Flask framework for the backend. Worked with Ben Nielsen on design.

### Co-Creator / Animus: 3D Music Visualizer Desktop App

Seattle, WA, 2013 - 2015

<http://animusvisualizer.webflow.io>

Animus generates real time 3D graphics of audio input from the computer's microphone, which can be controlled and manipulated by the user.

Used FFT audio analysis, 3D vectors, physics mechanics, differential equations, parametric equations and the Processing graphics framework to create the visualizations.

Utilized threading and frame-rate detection to perform optimizations to ensure the app would run at the desired FPS.

## Skills

### Technical

Proficient in: Three.js / WebGL, Vue.js, Shaders, GLSL, p5.js, paper.js, magenta.js, tone.js, tensorflow.js, Processing, Arduino, ioio, Raspberry Pi, Mongodb, HTML5, JavaScript, ES6, CSS, less, GIT, Swift, Objective-C, Java, Python, firebase.

### Software

Sketch, Webflow, Invision, Photoshop, Illustrator, Tableau, Xcode, Axure, Rhino, Heroku, App Engine, MakerBot, Ableton Live, Unity

## Relevant Coursework

Artificial Intelligence: (CSE 415)

User Interface Design: (HCDE 455)

Algorithms & Complexity: (CSE 417)

Usability Research: (HCDE 417)

Swift iOS Development: (INFO 498)

Programming Languages & Compilers: (CSE 413)

Information Visualization: (HCDE 411)

Data Structures: (CSE 373)

Visual Communication: (HCDE 308)

User Centered Design: (HCDE 318)

Web Programming: (CSE 154)

Accelerated Programming I/II: (CSE 143X)