

# Jason Hendrik Harvey

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## Languages

English & French

## Me, Myself & I

I have a strong passion for software and hardware creation. I greatly enjoy creative brainstorming, problem solving with others. I am devoted to keeping focus on useful results. I love to learn new things as well as teaching others. I have a strong aptitude for designing electronics and circuits and I am proficient at building and developing custom sensors for use in responsive and interactive applications.

## Skills

<b>Design:</b> Qualitative/Quantitative Research Visual Identity/Creativity Typography Color Theory Communication Function/Form User modeling/testing	<b>Software &amp; Soft-Dev:</b> Photoshop/Illustrator AfterEffects Blender (3D) Unity Max/MSP, Arduino Processing OpenFrameworks TouchDesigner	<b>Hardware:</b> Mac, PC, + Hackintosh (builds) Arduino boards RaspberryPi Sensor dev, (electronics) Communication/Networking DMX, Midi & other I/O solutions
<b>Soft Skills:</b> Resource/team management, Goal oriented focus, Problem solving, Crisis mediation & damage control		

## Professional Experience

<b><u>CINEPLUS</u></b>	2017
Unity Game Engine - Matching VR Lighting from sources/timeline Working with lighting designer - adding lights, Scripting	
<b><u>INFOPRESSE</u></b>	2016-2017
GRAFIKA awards Video concept, Projection Mapping, Arduino + Infiniti Mirrors	
<b><u>IREGULAR</u></b>	2014-2015
Programming, Signal Processing, Sensor Development Punching Bag Drinking game for LIGHTSPEED	
<b><u>MASSIVART</u></b>	2016-2016
Artist / Interaction developer MaxMSP & Kinects, digital interactive signage	
<b><u>36PIX</u></b>	2015-2015
Knockout (green-screen) technician Photoshop	
<b><u>SAMSARA THÉÂTRE</u></b>	2014-2015
Interactivity research, tracking performers movements in space Show control/video playback, realtime video effects Motion graphics, 3D/2D animations	

<u>PROJET-EVA</u>	2014-2014
3D Models, OpenGL & MaxMSP Design, Integration, troubleshooting	
<u>IREGULAR</u>	2014-2015
Programming sound-engine with MaxMSP for interactive laser game, sensor research, sensor production	
<u>XMODAL</u>	2013-2014
Assist in integrations - Nuit-blanche/Arts Souterrain Electronics, soldering, installation	
<u>TOPOLOGICAL MEDIA LAB</u>	2012-2013
MaxMSP R&D, arduino developer, Experimentations in behavioural interactions Flexible display technology research	
<u>AIR LA NON-AGENCE</u>	2011-2012
Layout technician Photoshop Desktop Publishing	
<u>MOMENT FACTORY</u>	2007-2011
Content management, archive server management Video compressions, digital content prep Content-Servers, VJ Tech set up	
<u>ERIC GRICE</u>	2005 - 2014
Design, Motion Graphics Installation Art, Electronics, Creative Technologies	
<u>DEMENAGEMENT LION</u>	2003- 2004
Sales Agent, transportation services Dispatch, packing, moving	
<u>TELE-SURVEYS PLUS</u>	2002-2003
Telephone surveys, interviewer	
<i>Academics</i>	
<u>Bachelors of Fine-Arts</u>	
Concordia University: <i>Computation Arts Specialization</i>	2011-2016
<u>Diploma of Professional Studies</u>	
Rosemount Technology Centre: <i>Design &amp; Desktop Publishing</i>	2005-2007
<i>References</i>	
<i>Upon request, please contact me!</i>	