

# Torin Blankensmith

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## Education

University of Washington  
BS Human Centered Design & Engineering:  
Human Computer Interaction  
Graduation: December 2016

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## Work Experience

### 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.

Developed a machine learning experiment using Wekinator and Processing to train a neural-net to classify items in front of a camera and play music in order to make machine learning more accessible.

Brought the machine learning experiment to the Teen Tech Washington hackathon and taught middle schoolers how to train a neural-net to quickly classify and organize items that were trash, recycling and compost.

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

*San Jose, CA, June - October 2015*

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

Designed and proposed an in-store shopper concierge app to the VP of AEM.

Developed We.Shop as a cross platform mobile app utilizing AEM, PhoneGap Enterprise, Ionic, and Angular.js.

Created a step by step developer guide on how to build the We.Shop App, which Adobe is using to onboard new AEM developers.

### 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 and 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.

Helped students quickly find and solve bugs in programming lab.

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## Interests

Photography, generative design, data visualization, drumming, piano, climbing, skiing, snow camping, backpacking, and glassblowing.

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## Personal Projects

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

*Seattle, WA, 2016 - Present*

*Won the 2016 HCDE Capstone Technology Award.*

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

Worked with Harborview Medical Center, and the Taskar Center for Accessible Tech 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.

### CEO & Founder / SonoSphere: Music Discovery by Location

*Seattle, WA, 2013 - Present*

[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.

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

*Seattle, WA, 2013 - Present*

<http://animusvisualizer.webflow.io>

*Animus generates real time 3D renderings 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 even while transitioning between all three visualizers.

Designed UI allowing users to manipulate the structure / visual representation of the music in a live performance setting.

### Co-Founder / Graf: Codebase Visualization Tool

*Seattle, WA, October 2014 - Present*

<http://graf-repo.herokuapp.com>

*Placed In finals for DubHacks University of Washington Hackathon.*

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## Skills

### Technical

*Proficient in: Python, Swift, Java, JavaScript, Objective-C, Three.js, Processing, Arduino, ioio, AppleScript, Ionic, Mongoddb, Angular.js, PHP, HTML, CSS, SQL, GIT*

### Software

Adobe Photoshop and Illustrator, Adobe Experience Manager, Tableau, Webflow, Xcode, Axure RP, Invision, Rhino, SolidWorks, Heroku, MakerBot, Ableton Live

## 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)