Greg Borenstein gregborenstein.com / greg.borenstein@gmail.com

EDUCATION

MIT Media Lab, Cambridge, MA

2015 – Master of Media Arts and Sciences
Focus – Game Design, machine learning, virtual reality, computer vision, AI, neuroscience of vision

NYU Interactive Telecommunications Program, New York, NY

2011 – Master of Professional Studies
Focus – Computer vision, 3D scanning, game design, networked objects, assistive technology

Reed College, Portland, OR

2002 – Bachelor of Arts
Focus – Art history, drawing, printmaking, math, and music

EXPERIENCE

Independent Game Designer *2015-2016*

- *Designed, built, and playtested a browser-based game about managing a TV show*
- *Designed and playtested a language-based card game (upcoming)*
- *Designed, built, and playtested a casual game about the nuclear apocalypse*

Polaroid *2015-2016*

Computer Vision and Design Research Consultant
- *Lead design and strategy workshop with company leaders*
- *Designed and implemented multiple computer vision interaction prototypes*
- *Helped shape company strategy and research agenda*
- *Trained team in computer vision and machine learning methodologies*

Minority Report *2014-2015*

Futurist and Writer
- *Conducted extensive interviews with science and technology experts*
- *Prepared a World Bible communicating research to writing staff*
- *Participated extensively in writers' room discussions*
- *Co-wrote Episode 9, 'Memento Mori'*

Samsung Accelerator *2014*

Consulting Technologist
- *Designed and built a face recognition and image evaluation system*
- *Trained team in computer vision and machine learning principles*

MIT Media Lab, Playful Systems Group *2013 to 2015*

Researcher and Teacher
- *Designed, built, and playtested a hybrid digital-physical board game*
- *Designed, built, and playtested a collaborative GPS-based virtual reality game which was deployed at SXSW*
- *Collaborated with Chess grandmaster Maurice Ashley to build data science system for analyzing competitive chess*
- *Invented and designed a 3D image capture device for smartphones*
- *Collaborated with Sebastian Seung Neuroscience Lab on large-scale neuron labeling project*
- *Prototyped a machine learning system for automating the process of legal discovery*
- *Designed and taught a graduate-level course on Magic and Technology*

O'Reilly Media *2012 to 2014*

Author and Consulting Technologist
- *Built a computer vision library for the Processing creative coding environment*
- *Wrote an online introductory computer vision tutorial*

Berg London *2012*

Consulting Technologist
- *Prototyped a 3D vision-based robotic toy for a large chip manufacturer*
- *Designed and built an object recognition system and game for a large toy company and a large electronics company*

Estee Lauder *2012*

Consulting Technologist
- *Consulted on cosmetic retailing applications of face and body tracking*

Makerbot Industries *2012*

Consulting Technologist
- *Designed and built the software and interface for a consumer 3D scanner*

NYU ITP *2011-12*

Adjunct Faculty and Resident Researcher
- *Designed and taught a graduate-level class on the mathematical underpinnings of computer vision and digital fabrication*
- *Redesigned the web curriculum to use modern technologies*

Author, Making Things See, O'Reilly Media *2011*

- *Wrote the industry standard introductory textbook for 3D scanning and body tracking with the Microsoft Kinect*

Stepchange Group *2008-2009*

Software Engineer
- *Built and deployed a series of short term, high-traffic promotional Facebook applications*
- *Planned and oversaw a program of development process improvements and new hires*

Grabb.it *2006-2008*

Founder and CEO
- *Raised funding for year-long startup development and deployment budget*
- *Designed an developed a web spidering operation and interactive music search site*

PDX Pop! Now Annual Music Festival *2004-2009*

Founder and Member, Board of Directors
- *Organized five editions of a free all-ages three-day music festival featuring local bands*
- *Managed successful 501(c)(3) non-profit status application*

SKILLS

Programming	*Ruby, Javascript, Node.js, Java, C++, Objective-C, C#/Unity, Python, library authorship, OSS participation*
Game Design	*Individual and collaborative design of tabletop, tablet, casual, PC, and VR games. Organizing, leading, and analyzing results of playtesting sessions. Rapid prototyping and iteration on many platforms*
Computer Vision	*Created and maintain an open source computer vision library, extensive interaction design work for vision-based systems and application of machine learning to vision-based problems*
Data Science	*Practical skills in statistical analysis and experiment design for UX and game play analysis. Experience building machine learning workflows for practical interactive applications*
Teaching	*Development of curriculum and teaching materials ranging from graduate-level course to single-day workshops. Excellent technical writing in formats from blog posts to full textbooks*