Jesse Hiatt

www.jessehiatt.com

EDUCATION

- **MFA Industrial Design**, Parsons School of Design, 2020
- **B.S. Marine Biology**, University of California Santa Cruz, 2004
- **Data Science with SQL and Tableau Certificate**, Cornell, 2022

SKILLS

- Industrial Design with a focus on human-machine interaction and user interfaces.
- Software engineering, including iOS programming in Swift and Objective-C.
- End-to-end audio, video, and graphics production, from lighting to editing, VFX, and delivery.
- Owner/Operator of a professional recording studio and design workshop.
- Artisan-level fabrication skills in wood, metal, polymers, and leather.
- Extensive experience in electronics troubleshooting, servicing, and repair.
- Home Automation / IoT physical computing work, including Crestron programming and custom Arduino projects.
- Strong interdisciplinary skills and ability to connect and synthesize information from different fields of study.
- Insatiable curiosity, passion for learning, and problem-solving mindset.

SOFTWARE

Programming: C++, Swift, Python
2D Graphics: Photoshop, Illustrator, InDesign
Video: Final Cut Pro, Adobe Premiere
3D: Autodesk Fusion 360, Rhino, Maya, MEL
Audio: Logic Pro, Pro Tools, Soundblade
Web: HTML, CSS, WordPress, JavaScript, PHP, MySQL

WORK EXPERIENCE

Disney Streaming Services
Senior QE Integration Engineer
Sept 2020 - Present

- Telling stories with data.
- Utilizing data analysis to monitor and enhance video playback quality metrics for Disney+, hulu, ESPN+ and Star+.
- Working with a cross-functional team collaborating with Engineering, Product, Operations, and Data Science, to identify and address potential issues affecting user experience.

Jesse Hiatt Studios
Owner / Operator
June 2004 - Present

- Currently own and operate a recording studio & design workshop in upstate New York.
- Provided a wide range of technical and creative services encompassing design, music, art, science, and technology.
- Offered expertise in product design, software development, audio, video, graphics, 3D modeling, animation, and fabrication.
- Specialized in tech consulting, electronics, high-end audiophile and home theater systems, live and studio audio engineering and robotics.
- Collaborated with clients from various industries, including academia, technology, healthcare, and entertainment.
- Awarded design and utility patents for a modernized version of a traditional knitting tool.
- Undertook international projects, including two NSF expeditions to Antarctica.

RESEARCH INTERESTS

Human Interface Design, Dynamic Simulation and display, Evolutionary/Genetic Programming, Scientific Visualization, Artificial Intelligence, Robotics, Biomimetic design, Stereoscopic Vision, Collaborative Robotics, Marine Mammal Behavior and Ecology, 3D motion tracking, Neural Networks and Aerospace.