

Jesse Fischer

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Summary

Hi there 🙌 I'm a software engineer, creative technologist and award-winning musician with wide-ranging artistic and technical skillset. I love crafting meaningful experiences at the intersection of art, music and technology that shape society to be more equitable and just. I excel at written and verbal communication, critical observation, curiosity, ego-free collaborative problem-solving, and empathetic listening. I'm also a passionate educator and mentor in both music and technology. From extensive experience in the music industry to my current work in the digital products field, I thrive on bringing clients' visions to life, creating trusting relationships, and managing multiple projects on fast-paced deadlines with shifting specifications. Demonstrated strong knowledge and skills in software development, audio engineering, sound design, record production, songwriting & arranging, and piano performance in a wide range of genres and styles.

Professional Experience

Work & Co (Brooklyn, NY)

Senior Developer

2021–present

- Using technology to craft memorable and meaningful user experiences for brands such as Google, Audacy, Gatorade, PGA Tour, and Steve Jobs Archive
- Overseeing the implementation of major features, including complex front-end interactions and animations, and integration with third-party APIs
- Working closely with design team in prototyping and iterating on novel UX patterns and interactions
- Specialize in beautiful, performant, and accessible experiences using technologies such as React, TypeScript, Three.js, React Three Fiber, Framer Motion, XState, Next.js, and Tone.js
- Manage dev-ops experience including setting up GitHub repos, Jira boards, CI/CD configurations using tools like Vercel, CircleCI, and Amazon AWS EC2, ECS, S3, etc
- Integrating with CMS like Contentful, Dato, and Statamic; creating schemas, writing GraphQL queries to integrate against them, and using tools like GraphQL Typegen, Postman and Altair
- Create thorough documentation and architectural decision records on ongoing features and code conventions
- Design and develop internal tools for technology team and mentorship program
- Research new technologies and present findings in internal technology newsletter and company-wide meetings
- Provide support to junior developers via regular 1:1 meetings and pair programming
- Present product demos to clients and coordinate integration with third-party vendors

Freelance Web Designer/Developer

2008–2021

- Designed and developed web sites for artists, small businesses, and non-profits
- Worked in Wordpress environments as well as vanilla HTML/CSS/JavaScript

Freelance Musician & Audio Engineer

2008–present

- Recorded and released 10 albums of original compositions as a jazz pianist
- Performed at festivals, clubs, performing arts centers and theaters worldwide

- Recipient of 2023 and 2021 South Arts Jazz Road touring grant
- Finalist for 2022 American Music Abroad program
- Three-time ASCAP Plus Award winner
- 1.5 million Spotify streams to date
- Selected for Spotify's "State of Jazz", "Butter" and "Fresh Finds", Apple Music's "Jazz Currents" and "On the Corner", NPR "New Music Friday", and ASCAP "New Music Friday" playlists
- Produced, engineered, and mixed over 100 projects in genres including jazz, folk, indie, soul, singer-songwriter, gospel, and hip-hop
- Television experience includes performances on "Late Night with Conan O'Brien", "Late Late Show with Craig Ferguson", "Later with Jools Holland", "The Mo'Nique Show", "90210", and "One Tree Hill".

Pedagogical Experience

Private Instructor, piano and music production

- Work one-on-one with students of all ages
- Teach ear-training, harmony, sound design, engineering, mixing, and overall production concepts
- Create personalized curricula based on student's interests, strengths and weaknesses

Trevor Day School (NYC)

- Taught 3-week intensive music production workshop for 6th, 7th, and 8th graders during Trevor Day School's mid-winter "Mini-Term."
- Developed curriculum with focus on critical musical listening, experimentation, music software skills, interpersonal collaboration and communication.
- Created final project integrating all students' collaborative work into video presentation

Unity Church of Teaneck (Teaneck, NJ)

- Led youth music workshops after Sunday services for students from elementary to high school

Rutgers College (New Brunswick, NJ)

- Teaching Assistant, Computer Science 111 (Introduction to Computer Science)
- Led weekly small-group recitation sessions to recap lectures and solve problems
- Led weekly 1-on-1 office hours
- Assisted in grading assignments and giving feedback

Volunteer Experience

Marcy Lab School (Sunset Park, Brooklyn)

Mentor, 2023–present

- Meeting biweekly 1:1 with a Marcy Lab Fellow, a young high school graduate entering the tech industry via a college alternative
- Providing design and technology guidance on capstone project
- Supporting mentee with interview practice and industry insights

Mouse (NYC)

#CSEdWeek Professional Mentor, 2022

- Spoke with students in K–8 classrooms about my career paths in music and tech, sparking curiosity about computer science and digital product design
- Advocated for greater diversity and equity in the tech industry

Mixteca Organization (Sunset Park, Brooklyn)

Food Distribution Initiative, 2020–2021

- Delivered farm-fresh produce and culturally-specific groceries to community members and families in need, communicating with recipients in English and Spanish
- Assisted with technical needs including designing and developing web app to streamline driver experience and maintain records of successful deliveries

Korean American Family Service Center (Flushing, Queens)

Mentoring Program, 2013–2016

- Acted as mentor and *hyung* (“big brother”) for a Korean-American teen, emphasizing self-awareness, identity, life skills, and career planning
- Exposed mentee to ideas in academia, the arts, and life experience
- Monthly meetings evolved into a lifelong friendship; mentee moved on to a selective liberal arts college and to a successful career in software engineering

Education

New York University, Tisch School of the Arts

M.A. in Interactive Media Art

Rutgers College, *magna cum laude*

Bachelor of Arts in Computer Science & Linguistics; minors in Math & Cognitive Science

Honors thesis advisors, Profs. Alan Prince & Roger Schwarzschild

Private jazz piano study, Prof. Stanley Cowell

Phi Beta Kappa

Rutgers Review, Editor-in-Chief

Technical Skills

Software Engineering

- JavaScript, TypeScript, React, GraphQL — *professional proficiency*
- Next.js, Motion, Tone.js, Howler.js, Three.js, XState — *professional proficiency*
- C, C++, Java, Python, GLSL, Swift — *basic proficiency*

Audio Engineering

- Pro Tools, Ableton Live, Logic — *professional proficiency*