

Arts Council Of Alachua County
Applicant Package - Citizen at Large

Arts Council Of Alachua County -

Term Mar. 24, 2026 - Sep 30, 2029

Positions Available 1

Number of applicants in this package 2

ROSEN, JAY
VINSANT, CHYNA

Name: Rosen, Jay

Address: 3301 SW 13th St APT G175, Gainesville, FL, 32608

Email: j.rosen.artist@gmail.com

Board Name: Arts Council of Alachua County

Primary Phone:

3523280569

Please list any civic and professional accomplishments/honors, training or experience related to this appointment::

Public Artwork on display in Gainesville and Ocala; winner of several art awards; 2nd place artist for the Sankofa sculpture; Artist in Residence at UF College of Arts; artwork to be archived on the Moon aboard Nasa moon lander; Presenter at Florida Association of Public Art Professionals Conference 2023-2024; exhibited my artwork in over 200 gallery shows across North America

Please list any current/previous Advisory Board appointments:

Not a member, but have contributed research and development leading to 2026 workplan initiatives for Alachua County Environmental Protection Advisory Committee (EPAC).

What Contributions do you feel you could make if you were selected to this board?:

I have been working as professional artist all my 15 years in Gainesville, highly familiar with the public arts program

Please Agree with the following statements:

I understand this application is the property of Alachua County and subject to public records laws. I hereby certify that the statements made on this application are true and correct. I understand that Appointees to advisory board/committees are required to attend scheduled meetings as specified in the "Guidelines for Citizen Advisory Boards and Committees". I understand that some boards and committees require Financial Disclosure (Chapter 112, Florida Statutes) and I am willing to file if required. I affirm that my personal and business (if applicable) affairs within Alachua County are in substantial compliance with all county regulatory and taxing authorities rules and regulations?:

Yes

Note: This question is for the Gainesville-Alachua County Airport Authority Board

Do you currently hold any publicly elected office in the State of Florida?:

No

Note: This question is for the Gainesville-Alachua County Airport Authority Board

Have you, as yourself or as an employee, agent or consultant for another person or legal entity, transacted business with the authority within the last 3 years?:

No

Employer :

University of Florida College of Education

Occupation:

Software Developer

Are you currently serving, or have you ever served, on an Alachua County advisory board? :

No

I do hereby attest that, to the best of my knowledge and belief:

- 1. I have maintained good moral character throughout my personal and professional life.**
- 2. I have not engaged in any conduct or behavior that would reflect adversely on my honesty, integrity, or ethical standards.**
- 3. I have not been convicted of any felony or misdemeanor involving dishonesty, fraud, or moral turpitude.**
- 4. I have adhered to all applicable laws and regulations in my personal and professional dealings.**
- 5. I strive to uphold the principles of fairness, respect, and responsibility in all my interactions.:**

Yes

Time of Submission: 01/18/26 8:06:48 PM

Attachments

- Jay_Rosen_Resume_2025.pdf

Jay Rosen

Email: studio@jayrosen.design | [linkedin.com/in/jayrosenartist](https://www.linkedin.com/in/jayrosenartist) | github.com/jayrosen-design | www.jayrosen.design

SUMMARY

Award-winning creative technologist and full-stack programmer with a background in studio art. Proven leader in architecting complex AI/XR applications for education, healthcare, and gaming using Unity, C#, Python, and JavaScript. Successful entrepreneur, managing a \$2M+ revenue AI data center and developing blockchain applications. Acclaimed artist with 200+ gallery exhibitions, public art in city collections, and artwork archived on the Moon.

SKILLS

- **Programming:** C#, Python, JavaScript (React, Node, Next), ASP.NET, C++, Java, PHP, HTML, CSS, SQL, Solidity
- **Development:** Unity (AR/VR), Generative AI, Prompt Engineering, LoRA & LLM fine-tuning, TensorFlow, NVIDIA NGC (CUDA, Riva, pyTorch), Cloud (GCP, AWS, Azure) Mobile (iOS/Android), WordPress
- **Design:** Graphic Design (Adobe CC), Game Design, UI/UX (Figma, Miro), 3D Modeling (Maya, Blender)
- **Leadership:** Project Management (JIRA, Agile/Scrum), Entrepreneurship, Software Architecture, AI Strategy

PROFESSIONAL EXPERIENCE

UF College of Education, *Application Programmer II*, Gainesville, FL 06/2024 - Present

- Spearheaded the full-stack development of high-impact AI & XR educational apps and games, from authoring Game Design Documents (GDDs), architecting software, to UX data analytics, risk assessment, and final publication.
- Led the game design and development for "AR Expeditions" (iOS/Android), a key *New Worlds Reading* application, guiding a team to deliver 10+ AR games for Florida's elementary school pilot program to enhance reading motivation.
- Architected "SPARC-P," a multi-agent conversational 3D patient simulator for *UF Health Cancer Center*, by integrating NVIDIA's Digital Human platform (Riva ASR/TTS, Audio2Face, NeMo) within Unity WebGL React app.
- Engineered "VERSE" (Meta Quest/WebXR), an interactive 360° virtual tour platform for the *Florida Museum of Natural History*, co-designed with researchers and the autistic community to enhance social accessibility.
- Affiliated with Artificial Intelligence Academic Initiative Center (AI²): Lead technical workshops and present original research at conferences: AI² Summit, UF Health Cancer AI Symposium, UF Research Symposium, AI in Edu Fair.
- Co-authored peer-reviewed publications (IEEE, SITE) on the application of AR/VR in education.

UF Information Technology, *Web Developer I*, Gainesville, FL 12/2022 – 06/2024

- Led the redesign and development of critical University of Florida websites (Information Technology, AI Services, IT Security, IT Help Desk, Search engine) to improve functionality and user experience (UX).
- Portfolio management of 150+ WordPress and Terminal Four CMS websites, ensuring optimal performance, accessibility, search engine optimization (SEO), and alignment with branding guidelines.

UF Blockchain Lab, *Artist in Residence*, Gainesville, FL 10/2023 – 06/2024

- Instructed DeFi Dapp Development modules in "Web3 Art & Entrepreneurship" course; led hands-on workshops and guest lectures on smart contract development for Ethereum, Polygon, and Algorand blockchains.
- Contributed NFT artwork selected for lunar archive in BitBasel Space Collection (2026 NASA Astrobotic Griffin-1).
- Developed Web3 activations for 2023 BitBasel events Art with Me Festival & Lunaprise Moon Museum (Unity AR).
- Mentored students at Miami Dade College NFT Hackathon and showcased artwork at Wynwood HODLER Gallery.

Jay Rosen Design LLC, *Artist & Producer*, Gainesville, FL 06/2011 - Present

- Secured multiple industry awards for developing engaging apps, including NASA 'Galactic Problem Solver', Armed Forces 'Best XR Award', InferallAI's '2nd Best AI App', Lens for Snap 'Best Holiday Effect', Meta 'Rising Creator'.
- Architected an urban planning simulation tool for Alachua County EPAC 2026 work plan, to model light pollution mitigation strategies for Dark Sky Regulations, projecting an annual county-wide energy savings of \$1.8 million.
- Commissioned by the City of Gainesville to create a geospatial AR app, "GNV Art", for Florida Association of Public Art Professionals Conference 2024, and invited speaker for "Web3 & Public Art" panel at Orlando FAPAP 2023.
- Designed permanent public art sculpture installations for the City of Ocala, UF, and Alachua County.
- Led the design of physical & virtual art exhibitions: Miami Airport Convention Center & Miami Convention Center, Orlando AR Museum, Metaverse Fashion Week, Monochronicle Metaverse Expo, and West Coast NFT Exhibition.

Space Age Mining Corporation, Founder & Data Center Architect, Gainesville, FL 11/2020 – 12/2023

- Built and operated an on-premises GPU cluster (~200-TFLOPs, NVIDIA & AMD; 500 TB storage), delivering HPC for AI training, 3D/video rendering and blockchain operations; grew revenue from zero to \$2M+ in 2 years.
- Advised partners on Blockchain & AI strategy (infrastructure, token economics, DeFi applications) and served as an early beta tester (pre-ChatGPT) for OpenAI, Google, and Midjourney, translating insights into deployable prototypes.

Interplay Entertainment, Game Designer, Los Angeles, CA (remote) 01/2022 – 08/2023

- Co-creator of ED3N™, an AI-driven NFT videogame; authored the GDD and systems design, and produced the pitch deck, concept art, NFT artwork, gameplay trailers, and official website.
- Presented ED3N™ at premiere conferences including SXSW, NFT LA, Consensus, and DCentral Austin.
- Graphic designer to officially licensed merchandise for Earthworm Jim™ and classic Interplay™ titles.

Dragonchain, Web3 Developer, Bellevue, WA (remote) 01/2023 – 08/2023

- Developed solidity smart contracts and NextJS applications for “Drakaria”, an NFT gaming platform, in collaboration with Dragonchain and the 3D artists from Game of Thrones™ and House of Dragons™.

Mirror Visionwear LLC, Fabricator & CEO, Gainesville, FL 07/2016 – 10/2022

- Produced artworks, stage design, and costumes featured in 4 national tours and 200+ gallery exhibition shows across the United States & Canada, in collaboration with synth-pop band Time (2016–2019).
- Glass fashion featured in films *Sight Seers* (2016), *Loading Circle* (2017); MTV music video Lovari Automatic (2018); and appearances on news segments from ABC (2017), Bloomberg (2021), and VICE (2022).
- During COVID-19 pandemic (2020), 3D fabricated and distributed over 1,000 N95 masks and PPE to hospitals.

Vivid Sky Productions, Marketing Director, Gainesville, FL 10/2022 – 04/2023

- Directed all communications, produced creative content, and led on-site photo/video coverage for concerts and events.
- Managed advertising campaigns and ticketing platforms, selling out downtown Gainesville’s largest venue.

The O&P EDGE, Web Developer, Loveland, CO (remote) 01/2020 – 05/2025

- Developed WordPress PHP plugins and C# ASP.NET applications for opedge.com, including magazine subscription software, job board, advertising system, facility search engine, CMS tools for articles, and HubSpot.
- Designed and built a database and web application for livingwithamplitude.com to track amputee athletes competing in the 2020 Tokyo Paralympics, 2022 Beijing Paralympics, and 2024 Paris Paralympics events.

OPIE Software, Web Developer /Marketing Specialist, Gainesville, FL 06/2016 – 01/2022

- Developed and managed 50+ healthcare-related websites in WordPress & ASP.NET utilizing Agile Scrum workflows and contributed to the development of the OPIE Choice and OPIE Anywhere apps.
- Designed and produced graphics for marketing campaigns across conferences, magazines, advertising, and email.
- Created OPIE Face Filter, 10+ AR effects for Snapchat, Zoom, and Instagram, receiving over 2 million views.

CERTIFICATES

AI & Machine Learning: NVIDIA (Deep Learning, Model Parallelism, CUDA, NLP, Diffusion; Conversational AI); IBM (Generative AI Engineering); Google Cloud (AI & Machine Learning); Vanderbilt University (Prompt Engineering & AI Leadership); Hugging Face (Agents & MCP); John Hopkins University (AI Strategy & Project Management)

3D & Game Development: Unity (Essentials, Creative Core, AR, & VR); Google (UX Design, ARCore, VR & 360 Production); University of Michigan (Extended Reality); University of Pennsylvania (Gamification); California Institute of Arts (Game Design); Stanford (Game Theory I & II); Georgia Tech (Combinatorial Game Theory)

Cloud & Blockchain: Google Cloud (Firebase, BigQuery, & Cloud Security); Duke University (DeFi)

EDUCATION

University of Florida - Engineering Innovation certificate 2025

Coursework: Engineering Project Management, Eng. Innovation, Eng. Entrepreneurship, AI Fundamentals

Santa Fe College - AS – Programming & Analysis | Graduated with Honors, High Distinction 2015

University of Florida, BFA - Studio Art, Minor – Art History | Graduated with Honors, Magna Cum Laude 2013

College of Central Florida, AA – Fine Art | Graduated with Honors, Summa Cum Laude 2011

Name: Vinsant, Chyna

Address: 20480 NW 243rd Dr, Apt E 2, 32643

Email: Chyna_rosemaree@yahoo.com

Board Name: Arts Council of Alachua County

Primary Phone:

386-205-4939

Please list any civic and professional accomplishments/honors, training or experience related to this appointment::

My work as a freelance artist has taught me how to work well with and maintain a professional and respectful rapport with my clients as well as colleagues.

Please list any current/previous Advisory Board appointments:

N/A

What Contributions do you feel you could make if you were selected to this board?:

My journey as an artist gives me a great understanding of the point of view of the applicants that the council works with. That professionally empathetic experience for the applicants, as well as insight for the council, would be invaluable.

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- 1. I have maintained good moral character throughout my personal and professional life.**
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- 5. I strive to uphold the principles of fairness, respect, and responsibility in all my interactions.:**

Yes

Time of Submission: 08/12/25 5:44:04 PM

Attachments

- Chyna Vinsant_resume (1).pdf

Chyna Vinsant

386-205-4939 | chyna_rosemaree@yahoo.com

Work Experience

Scenic Artist

August 2023 – April 2025

ThemeWorks, Inc., High Springs, FL

- Production work and painted faux finishes including metal, rust, and wood grain.
- Sculpted faux textures and scenic details using Polygem 307, Apoxie Sculpt, Free Form Air, and wire.

Freelance Artist

2017 - Present

- Works closely with private clients both domestically and internationally.
- Illustrates comic books and has currently been published in five anthologies.
- As a freelance artist and designer, it's my responsibility to manage finances and deadlines, take the initiative for myself and my work, as well as maintain a constant level of professionalism with my clients.

Summer Art Instructor

2020 - 2022

- Created lesson plans for kindergarten-8th grade students centered around 2D and 3D mixed media projects.
- I directed and supervised 20-35 students weekly while teaching about visual modes of communication.

Retail

2006 - 2022

- In sixteen years of retail experience I learned effective communication in various situations, how to maintain a clear and level head with a respectful attitude, and problem solving skills.

Skills

Computer:

Basic computer skills

Painting:

Brush

Airbrush

HVLP

Faux Finish

Sculpture:

Faux Texture

Wood Grain

Clay

Bronze

Habitat Flex

Polygem

Apoxie Sculpt

Soft Skills

Meets Deadlines

Follows Directions Well

Communication

Problem Solving

Education

Valencia College , Orlando, FL *graphic design*

August 2009 – May 2011

Collin College, Plano, TX *fine art,*

August 2011- April 2013

References

Josh Todd *designer and metal worker* years known:16 (personal) **407-421-3098**

Marc Rudolph *scenic artist and carpenter* years known:2 (coworker) **717-314-5135**

Clarissa Mateo *tattoo artist* years known:16 (personal) **407-414-9666**