

William J. Field

Digital Design, Coding, Animation

Education

New York University

Master of Professional Studies, 2014-2016
Interactive Telecommunications Program

Bard College

Bachelor of Arts, 2005-2009
Film and Electronic Arts

Experience

CUNY Graduate Center

4/2019–Present, New York, NY
Senior Application Developer
Full-Stack developer for censushardtcountmaps2020.us and other web mapping applications

Unified Field

8/2017–4/2019, New York, NY
Software Engineer
Plan, research, and develop interactive applications for exhibits in public places

Oddleg, Creative Development Studio

9/2016–8/2017, New York, NY
Software Developer
Developed websites, mobile apps, and location specific apps

Microsoft Research

5/2016–8/2016, Cambridge, UK
Research Intern, Project Zanzibar
Researched and prototyped software applications for a tangible computer interface

New York Code and Design Academy

8/2015–8/2017, New York, NY
Front-end Web Development Instructor
Taught front-end web development (HTML/CSS/Javascript) and designed courses for teens and adults

Tech Kids Unlimited

10/2015–4/2016, New York, NY
Creative Technology Instructor and Classroom Volunteer
Created curriculum and taught creative coding to children on the Autism spectrum

The American Museum of Natural History

10/2015–4/2016, New York, NY
Animator (Freelance) and Interactive Exhibition Design (Intern)
Developed interactive applications and created animated content for exhibits

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6 Midland Blvd
Maplewood, NJ 07040

MLB.com, Major League Baseball

10/2013–1/2015, New York, NY

Motion Graphics Designer

Designed motion graphics and developed workflows for data-driven graphics

Nickelodeon International

9/2012–10/2013, New York, NY

Motion Graphics Designer

Created workflows and templates for international production of animated promos

Sprout TV Network (NBC)

1/2011–8/2012, Philadelphia, PA

On-Air Graphics Producer

Produced graphics for a daily live television program

History Making Productions

5/2010–8/2012, Philadelphia, PA

3D Animator, Motion Graphics

Created graphics for historical documentaries

Presentations and Publications

“How to Make FLOSS Look Good.” William Field (presenter) and Steven Romalewski. Free and Open Source Software for Geospatial in North America (FOSS4GNA), St.Louis, MO September 9-11, 2024

“Many Data Sources, One Web Map.” William Field (presenter), Valerie Bauer, and Steven Romalewski. Free and Open Source Software for Geospatial (FOSS4G), Prizren, Kosovo June 27-30, 2023

“Mapping Hard to Count Communities in NYC with HTC 2020 for a Fair and Accurate Census.” William Field (presenter) and Steven Romalewski. New York Geography Convention (NYGeoCon), Syracuse, NY, September 23-25, 2019.

“Project Zanzibar: A Portable and Flexible Tangible Interaction Platform.” Nicolas Villar, Daniel Cletheroe, Greg Saul, Christian Holz, Tim Regan, Oscar Salandin, Misha Sra, Hui-Shyong Yeo, William Field, Haiyan Zhang. ACM Conference on Human Factors in Computing Systems (CHI), Montreal, QC, Canada, April 21–26, 2018. Best Paper Award. ([link](#))

“The Aura as Metadata, The Aura of Metadata.” Jessica Walthew (presenter) and William Field. Computer Applications and Quantitative Methods in Archaeology (CAA), Georgia State University, Atlanta, GA, March 14-16, 2017.

“Explore.js: A Javascript library and software toolset for visualizing space research and exploration.” William Field. Interactive Telecommunications Program, NYU, Graduate Thesis Presentation, May 2016. (Also presented at Manhattan.js meet-up, August 2017.)

Skills

Web Development	HTML, CSS, JS, NodeJS
GIS	QGIS, PostGIS, MapLibreGLJS, Leaflet
Computer Graphics	Three.js, WebGL, GLSL
Gaming	Unity
Creative Coding	Processing, p5.js, OpenFrameworks
Motion Design	Adobe CC