

Jonathan Dahan

jonathan@jedahan.com | [@jedahan](https://twitter.com/jedahan)

about

Programmer specializing in web development, system administration, hardware hacking, multimedia programming and audiovisual experimentation

work

Bit Wizard Develop and document BUG hardware prototyping platform [Bug Labs](#), Current
Web Developer Redesign and develop laboratory information management system for experimental pipeline Cold Spring Harbor Labs, Fall 2010-2011
Cluster Sysadmin Maintain three supercomputing clusters with a team of administrators SUNY Stonybrook Research Foundation, 2007-2011
Web Developer Development of a Flash / ActionScript3 broadcast weather system Chyron, Summer 2008
Developer Create and maintain ASP/MSSQL parametric search systems, quiz software and parts order forms Nu Horizons, Summers 2003-2005

skills

languages Java, C++, C, XHTML+CSS, Bash, Ruby, Python, javascript
software Linux Administration, Arduino + Processing, OSC, MIDI, git
hardware Arduino, iPhone, Stepper Motors, Nintendo Wii, monome controllers

projects

Image Categorizer Categorization and tagging of images using k-nearest neighbor algorithms
Polyperson Synthesizer Creation of multi-person network/phone-controlled motors and relays using OSC and arduinos
Space Ballooning Photography of the tri-state area and captured the curvature of the earth from 34,000m
Exherbo Linux Packaging around 100 applications for the exherbo linux distribution, contributing to user documentation
AMD at HOPE API to access live position tracking of thousands of attendees of a three-day conference

organizations

Founded [Island Labs](#) hackerspace, Fall 2008
President of the [Linux Users Group at Stony Brook](#), 2008
Brother of Sigma Nu, Delta Sigma chapter, matriculated 2007

education

Bachelors of Computer Science / Digital Arts from Stony Brook University, Fall 2010
Attended Computer Science program at Carnegie Melon University, 2005-2007

classes

Computer Communications, Principles of Database Systems, Internet Programming, Advanced Multimedia Techniques, Analysis of Algorithms, Fundamentals of Computer Graphics, Sound Design, Human-Computer Interaction