

Jonathan Dahan

jonathan@jedahan.com | <http://github.com/jedahan> | [@jedahan](#)

about

Developer who enjoys recombining hardware to create new interactions, building web applications that impact how people connect with each other, improving communication through technology and experimenting with audiovisual art.

work

Media Technology Developer [Metropolitan Museum of Art](#) | Spring 2012 - Now

Develop in-gallery interactives (virtual touchbook, twitter plain or fancy interactive), html+coffeescript+css based. Build collections api in node.js for external use (see [Iconoclashes](#)). Manage 3D hackathon with two dozen artists. Setup projector visualisations for LIARS concert in dendur.

Bit Wizard [Bug Labs](#) | Spring 2011 - Fall 2011

Create getting started guide and tutorial application using jade, LESS and CoffeeScript for the BUG hardware prototyping platform, making it easier for new developers to quickly understand the components of the stack.

Write CoffeeScript/Mocha BDD tests for javascript libraries that interface with custom messaging platform.

Create tutorial and sample web applications using jQuery and Arduino to help new developer ramp-up.

Web Developer [Cold Spring Harbor Labs](#) | Fall 2010-2011

Redesign and implement ruby-on-rails laboratory information management system for experimental pipeline, helping speed up data entry and retrieval.

Cluster Sysadmin [SUNY Stonybrook Research Foundation](#) | 2007-2011

Maintain three debian-based, netbooting supercomputing clusters with a team of administrators.

Web Developer [Chyron](#) | Summer 2008

QA test Flash / ActionScript 3 broadcast weather system, speeding up time-to-market for broadcast partners.

Developer [Nu Horizons](#) | Summers 2003-2005

Create and maintain ASP/MSSQL parametric search systems, quiz software and parts order forms, helping keep salesman knowledge up-to-date and correct.

skills

languages Java, C++, C, XHTML+CSS, Bash, Ruby, Python, CoffeeScript, JavaScript

software Linux Administration, Arduino, Processing, OSC, MIDI, git

hardware Arduino, Android, Stepper Motors, Nintendo Wii, monome controllers

projects

BadgeAssassin Built a game of [assassin](#) at [CCC](#) using the [camp badges](#) as local radar. Confused all nonparticipants.

Polyplayer Synth Creation of multi-person network/phone-controlled motors and relays using OSC and arduinos

Space Balloon Photography of the tri-state area and captured the curvature of the earth from 34,000m with over-the-shelf hardware

Exherbo Linux Packaging around 100 applications for the exherbo linux distribution, contributing to user documentation

AMD at HOPE Built API to access live position tracking of thousands of attendees of a three-day conference, enabling developers to create games on the platform

events

[Museum Computer Network](#) , [EyeO Festival](#) , [Museums and the Web](#) , [MLG Providence](#) , [Chaos Communications Camp](#) , [The Last Hope](#) , [The Next Hope](#)

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