JOSH PETERSON

Creative Technologist

- Developed and deployed code used by millions of people.
- Published Human-Computer Interaction research.
- Exhibited site-specific interactive media art.

Selected Employment

Bose — Boston
Senior Frontend Software Engineer — Dec. 2019 to July 2020
Project: A web-based tool for creating branching narrative audio experiences
• React and MobX development
• Worked closely with designers on UX
• Helped manage another project that incorporated ionic and native iOS

ASCAP — NYC
Web Developer (Freelance) — Oct. 2018 to Dec. 2019
Vue, Backbone, and UI design on internal applications

Asteroid — Remote
Fullstack Web Developer (Freelance) — July 2018 to Sept. 2018
• Sole web developer at early Augmented Reality startup
• Contributed design and development for e-commerce store
• Used Figma to create designs and wireframes
• Used Python, Django, Saleor, S3, and Heroku for backend

HUSH — NYC
Creative Technologist intern and then freelance — Oct. 2017 to June 2018
• Develop mobile augmented reality game (Unity / iOS / ARKit)
• Contribute to back end CMS for multi-activation Facebook installation (Flask / Python)
• Misc. scripting, soldering, design for clients such as Capitol One, Chobani, Instagram

RPM — NYC
Sr. Web Developer — Apr. 2017 to Oct. 2017
Architect the dev process at a new marketing agency. Develop websites for Broadway shows such as "Hamilton"

Doberman — Manhattan
Design Technologist — Mar. 2016 to Oct. 2016
- Write code and manage deployment for Starbucks property w/ 15 million monthly visitors
- Develop high-fidelity prototypes with Framer.js
- Sole developer for CMS business website

Ogilvy & Mather — NYC
Front End Developer (Contract) — Sept. 2015 to Jan. 2016
- Extend Angular and Backbone web apps for clients like IBM, Vitaminwater, Nationwide
- Build responsive and adaptive layouts
- Develop web virtual reality demo with webvr framework A-Frame, three.js, Web Audio API

Microsoft — Redmond
Design Developer (Contract) — Oct. 2014 to Feb. 2015
Front-end development with Office / OneDrive design team
- Feature prototyping in an internal MVVM front-end framework
- Dev work on OneDrive marketing site
- Email development

Nimia — Seattle
Web Developer — Nov. 2013 to Oct. 2014
Major contributor to product at early startup.
- Design and development of new features
- UI work in client-side single-page app (Javascript - Backbone, jQuery)
- Back end work (Python - Django, Tastypie REST API)
- Product strategy for Video Licensing and Asset Management platform

Contact

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Education

University of Washington
Bachelor of Fine Arts, DXARTS: Digital Arts and Experimental Media 2012

Skills

WEB DEVELOPMENT
Javascript
React
MobX (flux)
HTML5 + CSS3
SASS / SCSS + LESS
Vue
Backbone
jQuery
Frontend tooling: Grunt, Gulp, Webpack, npm
Python
Django
REST APIs
Git
CMS: Flask Admin, Wordpress, Kirby, Contentful
Email Development
User Interfaces
User Research
Framer.js
UX Design
AWS + Google Cloud Platform

CREATIVE TECHNOLOGY
Unity
Physical Computing
Arduino
Basic Cinder / oF / Processing
d3.js
A-Frame WebVR
Web Audio
Interactive art installation design
Microcontrollers
Embedded systems software (C)
Adobe Creative Suite
Audio Engineering
Video Production