

JOSH PETERSON

Interdisciplinary Technologist

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

Employment

RPM NYC
Sr. Web Developer Apr 2017 to Current
Architect the dev process at an agency startup. Develop websites for Broadway shows such as "Hamilton".

The Science Project NYC
Web Developer (Contract) Jan 2017
Help finish an internal brand and strategy site for a Fortune 100 company, utilizing Backbone.js

The Current Museum NYC
Coordinator (temp) Nov 2016 to Dec 2016
Organize events and maintain installations at a pop-up digital art space

Doberman Manhattan
Design Technologist Mar 2016 to Oct 2016

- Write code and manage deployment for Starbucks property receiving 15 million monthly visitors
- Develop high-fidelity prototypes with Framer.js
- Sole developer for CMS business website

Ogilvy & Mather NYC
Front End Developer (Contract) Sep 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 (<http://app.nimia.com>) 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)
- Backend work (Python - Django, Tastypie REST API)
- Product strategy for Video Licensing and Asset Management platform

Metrix Create Space Seattle
Staff Jan 2013 to Mar 2013
Helped run a hackerspace and contributed to Seattle's maker community:
3d printing, laser cutting, CAD, circuits, open-source hardware, retail

Ubicomp Lab (Shwetak Patel), U of Washington Seattle
Research Assistant Jun 2011 to Oct 2011
Worked on UI design and research team of 5 members

- Front-end for novel home sustainability sensing technology
- Design and analysis of online surveys, in-person interviews
- Co-author of paper accepted to SIGCHI 2012 conference, Best Paper nomination

Contact

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Education

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

Skills

WEB DEVELOPMENT

Javascript
HTML5 + CSS3
SASS / SCSS + LESS
jQuery
Frontend tooling: Grunt, Gulp, Webpack, npm
Python
Django
REST API
Git
Wordpress Development
Email Development
User Interfaces
User Research
Framer.js
UX Design
Google Cloud Platform

JAVASCRIPT APPLICATION DEVELOPMENT

Javascript MVC / MVVM / MV*
Backbone
Angular
React
Vue
Basic Node

CREATIVE TECHNOLOGY

Physical Computing
Arduino
IOT
p5.js
Processing
OpenFrameworks
d3.js
A-Frame WebVR
Web Audio
Interactive art installations
Microcontrollers
Embedded systems software (C)
Adobe Creative Suite
Audio Engineering
Video Production