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

The Current Museum of Art
Manhattan
Coordinator · Nov 2016 to Current
Organize events, installation and maintenance at non-profit digital arts institution

Doberman
Manhattan
Design Technologist · Mar 2016 to Oct 2016
- Write code and managed eployment for Starbucks property receiving 15 million monthly visitors
- Develop high-fidelity prototypes with Framer.js
- Sole developer for CMS business website

Ogilvy & Mather
Manhattan
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
UX Design
Framer.js
Electron
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