

peter gusev

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//interactive systems designer

summary

I have practical knowledge in building interactive software systems for live performances and media installations. My interests are in human-computer interaction, mixed realities, and low-latency distributed content-centric networking. I believe in software as an expressive medium for ideas and opinions, and seek to collaborate with media artists and industry professionals.

work

- Jun 2013 – Present **NDN-RTC**, UCLA REMAP // *Software Architect*.
Low-latency navigable media dissemination library over **NDN**.
- Sep 2017 – Present **ICE-AR**, UCLA REMAP // *System Designer*.
NDN-enabled edge networking for Augmented Reality Browsing.
- Dec 2018 **Entropy Bound**, Los Angeles, USA, UCLA REMAP // *System Designer*.
Interactive theater performance uniting humans, AI and media. A workshop.
- Nov 2018 **Noviembre Electronico**, Buenos Aires, Argentina, UCLA REMAP // *Designer*.
Interactive demo installation for **OpenPTrack** tracking system.
- July 2018 **Future Storytelling – AR**, Los Angeles, USA, UCLA REMAP // *Lead Developer*.
Augmented Reality interactive theater performance.
- Mar 2018 **Central Executive**, Buenos Aires, Argentina, UCLA REMAP // *System Designer*.
A workshop on using **OpenPTrack** as a sensing platform for interactive performances.
- May 2015 **Los Atlantis**, Los Angeles, USA, UCLA REMAP // *TouchDesigner Developer*.
Multi-site live immersive theater performance.
- June 2014 **Grace Plains**, Los Angeles, USA, UCLA REMAP // *Glass Developer*.
Immersive theater performance with Google Glass.
- Jun 2011 – July 2014 **Ivideon iOS**, Ivideon // *Lead iOS Developer*.
Cloud video surveillance client application (iOS).

publications

- July 2019 **Data-Centric Video for Mixed Reality**, Gusev, P., Thompson, J., Burke, J. // *Proc. of 2019 ICCCN Int. Conf. on Comp. Comm. and Netw.*
- August 2018 **Real-Time Data Retrieval in Named Data Networking**, Mastorakis, S., Gusev, P., Afanasyev, A., Zhang, L. // *Proc. of 2018 1st IEEE Int. Conf. on HotICN*.
- May 2017 **The Storytelling Systems of Los Atlantis**, Burke, J., Gusev, P., Sandoval, Z., Stein, J., Wang, Z. // *Proc. of the 2017 CHI Conf. Ext. Abstracts on Human Factors in Computing Systems*.
- May 2016 **Real-time streaming data delivery over named data networking**, Gusev, P., Wang, Z., Burke, J., Zhang, L., Takahiro, Y., Ohnishi, R., Muramoto, E. // *IEICE Trans. on Commun.*
- Oct 2015 **NDN-RTC: Real-time Videoconferencing over Named Data Networking**, Gusev, P. and Burke, J. // *ICN '15 Proc. of the 2nd Int. Conf. on Information Centric Networking*.

education

- Jun 2013 **MSc, Business Information systems**, Wroclaw University of Technology.
- Jun 2011 **MEng, BEng, Computer Science**, Bauman Moscow State Technical University.