

# 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 (Contract) 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  
Senior 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

---

✉ [joshkpete@gmail.com](mailto:joshkpete@gmail.com)

🌐 [joshpeterson.art](http://joshpeterson.art)

☎ 509-220-2951

📍 Boston

🔗 [joshkpeterson](https://github.com/joshkpeterson)

## 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