

Joe Kohlmann

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Objective

To shape the development of tools and products which serve inclusive, multi-disciplinary teams, through radical creativity, careful planning, and thoughtful execution.

Education

Masters, University of Washington

Human-Computer Interaction + Design

August 2014

Ideation Studio

Interaction Design

User Experience

Rapid Prototyping

Data Visualization

User Testing and Research

B.S., University of Wisconsin–Madison

Computer Sciences

May 2012

Computer Graphics

Visualization

Virtual Reality

Computer Game Technology

Compilers

Algorithms

Experience

The New York Times Company

New York, NY

Front End Developer · T Brand Studio

June 2015 – Present

Creating cutting-edge interactive native advertisements for world-class clients with a passionate team of designers, producers, editors, strategists, and vendor partners.

AnswerDash

Seattle, WA

Full-Stack Web Designer and Developer

March 2014 – December 2014

Worked with CTO and engineering team to improve the usability of web-based customer-facing moderation tools through concepts, design, and implementation.

Intel and University of Washington

Seattle, WA

Master's Capstone Project

April 2014 – August 2014

Worked in a multidisciplinary team to research, ideate, prototype, and evaluate an iPad interface design concept focused on the future of immersive news media.

Visual Computing Laboratory

Madison, WI

Research Intern - Data Visualization

October 2012 – August 2013

Worked with English department collaborators to build web-based literary visualization tools and a text processing system to support ongoing research.

Living Environments Laboratory

Madison, WI

Research Intern - Virtual Reality

March 2011 – August 2013

Developed and published new research projects with multidisciplinary teams. Built the DSCVR System, a high-fidelity virtual reality system using commodity hardware.

Greenwave Systems Inc.

Irvine, CA

Motion Graphics Production Designer

December 2014, February 2014 (Ongoing)

Worked with partner and Chief Scientist to build a highly customizable motion graphics template, used to produced over 50 unique videos for International CES 2015 exhibit.

Skills

Technical product leadership through architecture planning, product roadmaps, project management, and documentation.

Applied design and development expertise at all stages of a project, from early concept, to development, and production.

Facilitator of design and development collaboration by creating design systems, leading workshops, and sharing tools.

Rapid prototype and concept development using sketches, wireframes, presentation tools, and web technologies.

Client relationship management via client calls, design walkthroughs, outside vendor collaboration, and documentation prep.

Advanced front-end web development with JavaScript, ES6 / Babel, Webpack, React, Sass, HTML, CSS, D3, Backbone, etc.

Interaction and interface design for web, desktop, touch devices, wearables, virtual reality, and more.

Advanced knowledge of design tools such as Photoshop, InDesign, Illustrator, Pages, Keynote, Sketch, and OmniGraffle.

Extensive knowledge of computing history for heuristic analysis, research, and design from a deep historical perspective.

Video and motion graphics production using Final Cut Pro X, Apple Motion, Adobe After Effects, and ScreenFlow.

Passionate about applying human vision and cognition science to interface design, interaction design, and interactive data visualizations.

Planning, budgeting, building, and testing large-scale hardware and software projects.

Publications

DSCVR: designing a commodity hybrid virtual reality system

with Kevin Ponto and Ross Tredinnick
Springer Journal of Virtual Reality, 11/14

Serendipity: Topic Model-Driven Visual Exploration of Text Corpora

with Eric Alexander, Michael Witmore, Robin Valenza, and Michael Gleicher
IEEE VAST 2014

Effective Replays & Summarization of Virtual Experiences

with Kevin Ponto and Michael Gleicher
IEEE VR 2012