

Joseph Kohlmann

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Objective

Create software for multi-disciplinary teams that promotes creative expression, inclusive design, ethical decision-making, and high-quality engineering.

Experience

The New York Times Company

New York, NY

Senior Software Engineer - Ad Innovation

June 2015 - Present

Creating high-quality branded content and component-based web design tools with a passionate team of engineers, designers, producers, editors, strategists, & 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

Software product leadership through architecture design, product roadmaps, project management, release planning, and documentation writing.

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

Leaders of design and development collaboration by creating design systems, leading workshops, and establishing team-wide technical standards.

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 interactive front-end web development with TypeScript, JavaScript, ES6, Babel, webpack, React, Redux, Sass, CSS-in-JS, HTML, CSS, GSAP, Lottie Web, D3, Backbone, etc.

Interaction and interface design for desktop, mobile, tablet, VR, AR, and other media.

Proficiency with design tools such as Figma, Sketch, Keynote, and OmniGraffle, Photoshop, InDesign, Illustrator, Pages.

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**.

Education

University of Washington

Master of Human-Computer Interaction + Design

August 2014

Ideation Studio

Interaction Design

User Experience

Rapid Prototyping

Data Visualization

User Testing and Research

University of Wisconsin-Madison

B.S. Computer Sciences

May 2012

Computer Graphics & Virtual Reality

Data & Information Visualization

Computer Game Technology

3-D Modeling & Animation

Compilers

Algorithms

Publications

DSCVR: designing a commodity hybrid virtual reality system

Springer Journal of Virtual Reality, 11/14

with Kevin Ponto and Ross Tredinnick

Serendipity: Topic Model-Driven Visual Exploration of Text Corpora

IEEE VAST 2014

with Eric Alexander, Michael Witmore, Robin Valenza, and Michael Gleicher

Effective Replays and Summarization of Virtual Experiences

IEEE VR 2012

with Kevin Ponto and Michael Gleicher