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
Staff Software Engineer · Design Systems
March 2020 – Present
Building design systems for reader-facing products with a focus on accessibility, developer experience, multi-platform support, and empathetic, cross-disciplinary collaboration.

The New York Times Company
New York, NY
Senior Software Engineer · Sponsored Publishing
June 2015 – March 2020
Created high-quality branded content and component-based web design tools with a passionate team of engineers, designers, producers, editors, strategists, and vendors.

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.

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.

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.

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.

Skills

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

Leadership of end-to-end design-development collaborations by creating design systems, leading workshops, and establishing team-wide technical standards.

Commitment to peer mentorship via code reviews, pair programming, internal technical communities, and supporting NYT interns.

Fostering diversity, inclusion, and equity through recruiting, skillsharing, and other initiatives for underrepresented communities in tech.

Rapid prototyping 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, and more.

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

Proficiency with design tools such as Figma, Sketch, Keynote, and Adobe Creative Suite.

Heuristic analysis, research, and design through historical and intersectional lenses.

Video and motion graphics production using Final Cut Pro X, Motion, After Effects, 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