

Joseph Kohlmann

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Objective

Create reusable user interfaces with multi-disciplinary teams that promote creative expression, inclusive design, ethical decision-making, and high-quality engineering.

Experience

The New York Times Company

New York, NY

Staff Software Engineer · Times Product Language
March 2020 – Present

Building design systems for reader-facing web, iOS & Android products, focusing on accessibility, dev experience, cross-platform consistency, and empathetic cross-functional 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 fellow 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, workshops, and team-wide technical standards.

Advanced front-end web development with TypeScript, JavaScript, ES6, Babel, webpack, React, Sass, CSS-in-JS, HTML, CSS, GSAP, Lottie Web, D3, Dark Mode, monorepos, and more.

Advanced SwiftUI and Jetpack Compose engineering, focusing on best-in-class, cross-platform reusable UI & front end design systems.

Rapid prototyping and concept development using sketches, wireframes, presentation tools, and cross-platform UI frameworks.

A passion for peer mentoring via reviews, pairing, internal communities, and intern support.

Fostering diversity and inclusion through recruiting, skillsharing, and supporting underrepresented communities in tech.

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

Bringing Dark Mode to our News Apps

[NYT Open](#), 4/23

with Akasha Archer, Angelique De Castro, Audrey Valbuena, Danielle Zhu, Kika Gilbert, Mark Murray, Nate Clancy, Rachel Dixon & Véronique Brossier

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