

JOSHUA SAMBERG

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EDUCATION ROYAL UNIVERSITY COLLEGE OF FINE ARTS, Stockholm, Sweden
Program for Artists' Professional Development, Sep 2007 – Jun 2008

CHALMERS UNIVERSITY OF TECHNOLOGY, Gothenburg, Sweden
MSc in Art and Technology, Jun 2006

STANFORD UNIVERSITY, Palo Alto, CA, USA
BS in Computer Science, Jun 2002
GPA: 3.66
Interactive Nightclub Senior Project featured at Ubicomp 2002 in Gothenburg, Sweden

WORK INDUSTRYNEXT, New York, NY, USA

EXPERIENCE *Engineer.* May 2011 – Sep 2011

- Wrote Java, Javascript, and SQL code for web front-end, web services, and internal data services of Squrl, a web and mobile-based app for collecting, organizing, and sharing online videos from content-providing websites including YouTube, Vimeo, Hulu, Netflix, and ESPN
- Managed two-developer team: broke down new features and bug fixes into individual tasks/work tickets; created, reviewed, and adjusted time estimates and due dates; assigned tickets to developers; monitored progress; reviewed checked-in code; resolved assignments and reported on progress to QA and higher management
- Performed research and prototyping for a potential Squrl application for Android

DEUTSCHE BÖRSE GROUP, Prague, Czech Republic

Developer. Feb 2010 – Mar 2011

- Wrote back-end data processing and front-end GUI code for financial market risk management system of the Frankfurt Stock Exchange and its online trading platforms
- Shifted between different languages and technologies on each project, including C, C++, SQL, JavaScript, Microsoft Access, Visual Basic, DCL, and COBOL
- Produced and documented requirements, technical analysis, and implementation plans for software projects

MESO DIGITAL INTERIORS, Frankfurt, Germany

Software Engineer. Sep 2009 – Dec 2009

- Coded plugins in C# for VVVV, a graphical programming environment, including a TCP/IP client, an SMTP client, and a JQuery and HTML code generator that allows creation of dynamic web pages for remote application control through a simple GUI
- Programmed plant-like growth animations for an interactive installation

SNIBBE INTERACTIVE, San Francisco, CA, USA

Immersive Media Software Engineer. Sep 2008 – April 2009

- Designed and programmed immersive interactive installations using C++ and Adobe Flex/ActionScript
- Designed, implemented, and enhanced reusable modules for underlying computer graphics and computer vision software frameworks
- Designed and programmed web applications in Adobe Flex/ActionScript for managing content of interactive installations
- Proactively managed my projects, interfacing between engineering, design, and business development to ensure that all client requirements were met and all designs and design assets were produced and integrated as efficiently as possible, while maintaining aesthetic quality and technical robustness

WORK ADVANCED BUSINESS INTEGRATORS, Sacramento, CA, USA
EXPERIENCE *Software Developer/Consultant.* Jan 2003 – Aug 2004, Sep 2006 – Jul 2007
(CONTINUED) *Web Page Designer/Computer Systems Technician.* Aug 1996 – Dec 1999

- Coded modules, web applications, and expansion libraries for stadium management software used by over 60 venues in the US and Canada
- Provided on-site training to end users in proper setup and use of the software to best accommodate their specific needs and business practices
- Handled customers' technical support calls
- Designed and built web sites for small businesses

FOXSPORTS.COM, Los Angeles, CA, USA; Sydney, Australia; and New York, NY, USA
Web Developer, New Products Group. Feb 2000 – Dec 2000
Summer intern. Jun 1999 – Sept 1999

- Designed and implemented web applications and content production tools
- Developed video production and web video delivery system
- Worked in Sydney as lead DHTML and JavaScript developer on Newscorp's Olympics web site
- Developed DHTML personal sports highlight reel creator
- Designed and built Extreme Sports, Sports Geniuses, and NBA Rumor Mill sections for the site
- Designed and built prototypes for all team and player pages on the site

SKILLS

PLATFORMS

Windows, UNIX/Linux, Mac, OpenVMS

PROGRAMMING

- **LANGUAGES:** C, C++, C#, Java, Flex/ActionScript, SQL, Perl, Python, COBOL
- **WEB:** (X)HTML, CSS, JavaScript, JQuery, CGI/Perl, ASP, PHP, XML, MySql
- **WINDOWS DEVELOPMENT:** Visual Studio, Windows API, Microsoft Foundation Classes, Visual Basic, Microsoft Access
- **GRAPHICS, 3D, SOUND:** OpenGL, VVVV, Maya Embedded Language Scripting, Adobe Illustrator Scripting, Processing, Common LISP Music, PortAudio

SOFTWARE

Maya, Flash, Adobe Illustrator, Adobe Premier, Microsoft Office, iMovie, Audacity

ELECTRONICS

Microcontroller Programming, Basic Circuit Design, Sensors and Actuators

VOLUNTEER Volunteer Tutor, East Palo Alto Tennis and Tutoring, Sep 1999 – Jun 2000

EXPERIENCE On-air radio personality at KZSU 90.1 FM, Mar 1998 – Jun 2002

LANGUAGES English – Native Speaker
Swedish – Fluent
Spanish – Conversational
Czech – Basic Conversation

PUBLICATIONS J. Samberg, A. Fox, M. Stone. iClub, An Interactive Dance Club, Ubicomp 2002 Video Program, September 2002.