Joshua Dickinson

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Portfolio: Amusesmile.com

Education

M.S. Multimedia Engineering, U.C. Santa Barbara, 2012.

B.A. Music Composition, Columbia University, 2010.

Professional Experience

Adjunct Professor at Berkeley City College, 2018-present
Class topics include programming, game mechanics, creative code, prototyping, machine-learning, data visualization, HCI, UX/UI, and graphic design.

Graphic Visualization MMART 165
Online Games and Interactivity MMART 168
Social + Emergent Media MMART 169
Web Commerce + Internet Startup MMART 171

Developer and Founder, Unfiltered Audio, 2012-present
Unfiltered Audio is a company selling award-winning consumer audio plugins. Focus on Product Design, DSP, and UI/UX for novel digital synthesizers and effects.

Senior Software Engineer, Slate Media Technology, 2013-2020
Developing audio software for the "Raven" touchscreen audio mixing console and related apps.

Freelance Developer
"ChopShop EQ" plugin and analog modeling for Louder than Liftoff, 2018.
"Viz" and "Mosaic" plugins for Echobit, 2017.
Moholy-Nagy exhibition interactive touchscreen app for the Santa Barbara Museum of Art, 2015.
"StethIo" iPhone stethoscope app for recording and visualizing heartbeats, 2014.
Delacroix exhibition iPad app developed for the Santa Barbara Museum of Art, 2013.

Software Engineer, Freemix, 2012-2016
"Freemix" is an online tool for collaborative collaging build using Javascript and Node.js.

Software Engineer, RoSE Project, 2011-2012
"Research-oriented Social Environment" (RoSE) is an NEH-funded software project developed through the UCSB English Department.

Teaching Assistantships

CS 16: Problem Solving With Computers, Summer 2012

MAT 594CP: Open Projects in Optical/Motion-Computational Processes, Spring 2012

MAT 259: Visualizing Information, Winter 2012
Developed curriculum for the programming portion of this data-visualization course. Students were taught Processing and MySQL with an emphasis on knowledge discovery in databases.

Conferences and Publications

"Drip" Sound Installation
New Interfaces for Musical Expression Conference, Daejeon, South Korea, 2013.

Friending the Humanities Knowledge Base: Exploring Bibliography as Social Network in RoSE
White paper for the NEH office of digital humanities, 2012.

Voice of Sisyphus: an Image Sonification Multimedia Installation
International Community for Auditory Display, Georgia, 2012.

Talking Heads: Speech Visualization of the Past and Present
Critical Themes in Media Studies Conference, New York, 2011.

Honors

Columbia University Dean's List, 2007-2010.

John W. Kluge Scholar, 2006-2010.

Skills

Hardware
Microcontrollers, Sensors, Motion-capture Interfaces, Audio Equipment, Arduino

Software
Processing, Max/MSP, Adobe Suite, General Audio Software, Xcode, Visual Studio, OSX, Windows

Programming Languages
C/C++, Javascript, MATLAB, Objective-C, Java, Unix/BASH, Python, Ruby, Perl, PHP

Spoken Languages
College Spanish

References

Prof. Justin Hoffman, Multimedia Arts Department, Berkeley City College
(310) 922-8299, jhoffmanbcc@gmail.com

Michael Hetrick, Unfiltered Audio
(330) 936-0657, michael@unfilteredaudio.com

Dr. Matt Wright, Lecturer, Stanford Musc Department
(650) 723-4971 x304, matt@ccrma.stanford.edu