Oussama Mubarak
web and multimedia software engineer

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EXPERIENCE

Since 2012 — **Full-stack web developer** – <u>Philharmonie de Paris</u> (freelance) – *metaScore*, online authoring platform for the creation of interactive synchronized media
💼 Design, development and maintenance of a SaaS – Design of APIs – Management of a front-end developer – IT consulting
🔻 Apache – Docker – Drupal – Git – JavaScript – MySQL – Node.js – PHP – REST-API – Solr – Vue.js

Feb. – Jul. 2023 — **Web developer** – <u>ZKM</u> (freelance) – *Improvisation Technologies – The Lectures*, *web edition of* the CD-ROM *Improvisation Technologies. A Tool for the Analytical Dance Eye* by William Forsythe
💼 Static website development – IT consulting
🔻 Apache – Git – Node.js – Nuxt – Typescript – Vue.js

Aug. – Nov. 2023 — **Full-stack web developer** – <u>Philharmonie de Paris</u> (freelance) – *PPLiveChat*, live chat application
💼 Design and development of a chat application – Management of a UI designer
🔻 Git – Nginx – Node.js – PostgreSQL – REST-API – SocketCluster – Strapi – Typescript – Vue.js – WebSockets

2009, 2011, 2018 — **Full-stack web developer** – <u>EnsadLab</u> (freelance) – *Discontrol Party*, interactive party dispositif
💼 Design and development of a cross-platform application for managing live generative visuals – Design and development of generative visuals – Mobile application development – IT consulting
🔻 Cordova – CSS – Drupal – Git – HTML – Java – JavaScript – KeystoneJS – MIDI – Node.js – PHP – Processing – WebGL – WebSockets

2009 — **Full-stack web developer** – **Hyptique** – Paris, France
💼 Development of websites and kiosk applications
🔻 ActionScript – CSS – Django – Drupal – Flash – JavaScript – MySQL – PHP – Python

2008 – 2009 — **Full-stack web developer** – **Minit-L** – Paris, France
💼 Development of websites – Management of a junior developer
🔻 ActionScript – CSS – Flash – JavaScript – MySQL – PHP – Wordpress – XML

2004 – 2006 — **Webmaster and database administrator** – **Six Degrees Records** – San Francisco, USA
💼 Design and development of internet and intranet sites and tools
🔻 ActionScript – CSS – Flash – HTML – JavaScript – MySQL – PHP – XML

TECHNICAL SKILLS

Programming languages — **JavaScript** – **Typescript** – **PHP** – **HTML** – **CSS** – Java – Python

OS — **Linux** – **Windows** – MacOS

Databases — **MySQL** – PostgreSQL – MongoDB – Access

Servers — **Apache** – **Nginx** – **Node.js** – Windows IIS

Software / CMS — **Vue.js** – **Nuxt** – **Drupal** – **Docker** – Backbone – Solr – Wordpress – React – KeystoneJS – Django – Photoshop – Illustrator – Processing – Pure Data

Natural languages — **French** (mother tongue) – **Arabic** (mother tongue) – **English** (C2) – German (B1)

EDUCATION

2018   **PhD** in Computer Science
HeSam, Conservatoire national des arts et métiers, Cedric – Paris, France & PSL Research University, École nationale supérieure des Arts Décoratifs, EnsadLab – Paris, France

2014   **Research Master** "Design et développement des objets, médias et espaces numériques"
Conservatoire national des arts et métiers – Paris, France

2000 – 2004   **Bachelor of Science** in computer science and computer engineering and Minor in Mathematics
University of Arkansas – Fayetteville, Arkansas, USA

PUBLICATIONS

2018   **Designing and Modeling Collective Co-located Interactions for Art Installations**. Doctoral Thesis. Conservatoire national des arts et métiers, Paris, France

2017   **Map, Mapper, Mapping** (co-authors : Samuel Bianchini and Dominique Cunin). In Vincent Ciciliato and Karen O'Rourke, editors, Collecter, cataloguer, cartographier. Pratiques de l'archivage numérique. Publications Universitaires de Saint-Étienne, Saint-Étienne, 2017. (in press)

Designing Collaborative Co-Located Interaction for an Artistic Installation (co-authors: Pierre Cubaud, David Bihanic and Samuel Bianchini). Human-Computer Interaction – INTERACT 2017: 16th IFIP TC 13 International Conference, pp. 223–231, September 2017, Mumbai, India

Art Installations: A Study of the Topology of Collective Co-located Interactions (co-authors: David Bihanic, Pierre Cubaud and Samuel Bianchini). In Proceedings of the 8th International Conference on Digital Arts, ARTECH2017, pp. 23–30, September 2017, Macao, China

Collective Loops — Multimodal Interactions Through Co-Located Mobile Devices and Synchronized Audiovisual Rendering Based on Web Standards (co-authors: Norbert Schnell, Benjamin Matuszewski, Jean-Philippe Lambert, Sébastien Robaszkiewicz, Dominique Cunin, Samuel Bianchini, Xavier Boissarie and Gregory Cieslik). TEI '17, proceedings of the 11th International Conference on Tangible, Embedded and Embodied Interaction, pp. 217-224, March 2017, Yokohama, Japan

2016   **Dispositifs & installations artistiques : étude de la topologie des interactions collectives co-localisées** (co-authors: David Bihanic and Samuel Bianchini). 28e conférence francophone sur l'Interaction Homme-Machine, octobre 2016, pp. 10-19, alt.IHM, Fribourg, Switzerland

2015   **A taxonomy of multi-user co-located interaction environments**, 27e conférence francophone sur l'Interaction Homme-Machine, octobre 2015, pp. 1-4, Rencontres Doctorales, Toulouse, France

WORKSHOPS

2019   **Collective Mobile Mapping** (co-dir. Dominique Cunin). IX Symposium – 360 Playgrounds, May 2019, Montreal (Québec), Canada

2016   **From spectator to actor: designing for collective audience participation using smartphones.** PROYECTOR16 – 9th International Videoart Festival, October 2016, Madrid, Spain

Espace^Espace (dir. Dominique Cunin). March 2016, École supérieure des beaux-arts de Montpellier Méditerranée Métropole, Montpellier, France

2015   **À plusieurs tout seul** (dir. Samuel Bianchini). October 2015, École nationale supérieure de la photographie, Arles, France