



# Oussama Mubarak

Full-Stack Web and Multimedia Developer

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## EMPLOYMENT

Since 2001	<b>Full-stack web and multimedia developer, <i>freelance</i></b> Design and software engineering of websites, interactive applications and art installations
2009	<b>Web developer, <i>Hyptique</i></b> – Paris, France Software development of websites and interactive applications
2008 – 2009	<b>Web developer, <i>Minit-L</i></b> – Paris, France Software development of websites and interactive applications
2004 – 2006	<b>Webmaster and database administrator, <i>Six Degrees Records</i></b> – San Francisco, USA Design and creation of internet and intranet sites for the Six Degrees Records label

## TECHNICAL SKILLS

Programming languages	<b>JavaScript, PHP, HTML, CSS, Java, Python</b>
OS	<b>Windows, Mac OS X, Linux</b>
Databases	<b>MySQL, MongoDB, Access</b>
Servers	<b>Apache, Nginx, Node.js, Windows IIS</b>
Software/CMS	<b>Drupal, Wordpress, KeystoneJS, Django, Adobe Photoshop, Adobe Illustrator, Processing, Pure Data</b>
Natural languages	<b>French</b> (mother tongue), <b>Arabic</b> (mother tongue), <b>English</b> (trilingual) and German (intermediate)

## SELECTED REFERENCES

Multimedia applications	<b>Discontrol Party</b> , interactive party dispositif <b>Overexposure</b> , interactive public installation with smartphones <b>metaScore</b> , authoring tool for the creation of synchronized media <b>Open UNESCO</b> , multi-touch and multi-user interactive map application <b>Sonospheres</b> , authoring platform for geolocalized sound experiences <b>All Over</b> , online artwork and installation <b>cinemacity</b> , mobile application to discover Paris through its movies <b>Keywords</b> , USB key artwork <b>Playground</b> , authoring and publication platform for geolocalized games
Websites	<b>carlsen.de</b> , commercial website of the Hamburg publishing house Carlsen Verlag <b>theatre-chailot.fr</b> , official website of the Théâtre National de Chaillot <b>culture.yvelines.fr</b> , collaborative portal promoting the cultural activities proposed in Yvelines <b>operadeparis.fr</b> , official website of the Opéra National de Paris
Clients	<b>EnsAD</b> , Paris – <b>Philharmonie de Paris</b> , Paris – <b>sirup</b> °, Berlin – <b>Samuel Bianchini</b> , Paris <b>Pierre Lavoie</b> , Marseille – <b>Céleste Boursier-Mougenot</b> , Paris – <b>Interactive Territory</b> , Paris <b>Orbe</b> , Paris – <b>Hyptique</b> , Paris – <b>BizMarks</b> , Paris – <b>Coïncidence</b> , Paris – <b>Kopfwelt</b> , Berlin <b>Six Degrees Records</b> , San Francisco

## 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). 28<sup>e</sup> 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**, 27<sup>e</sup> conférence francophone sur l’Interaction Homme-Machine, octobre 2015, pp. 1-4, Rencontres Doctorales, Toulouse, France

## WORKSHOPS

- 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