



Oussama Mubarak

Full-Stack Web and Multimedia Developer

info@semiaddict.com | <http://semiaddict.com> | +49 (0)151 65140082

EMPLOYMENT

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

TECHNICAL SKILLS

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

SELECTED REFERENCES

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