

Tohm Judson

tohmjudson.com
tohm@tohmjudson.com
github.com/tohmjudson

Profile I am a former university professor turned professional web developer. I am highly adaptable to different environments, learn very quickly, and have a firm grasp on various technologies and computer languages.

Experience Nimbus 9
Front End Developer
Colorado Springs, CO – February 2016 - Present

Key Technologies: HTML, CSS, JavaScript, Angular, Angular Material, D3, Sketch, Git
Design and maintenance of the Unifi Web Application. The Unifi app is the web-based client of a cloud-based energy management solution.

Winston-Salem State University
Associate Professor of Digital Arts and Music
Winston-Salem, NC – August 2008 - June 2015

Tenured in both Art + Visual Studies and Music Departments (Granted 2014). Coordinator of Music Business, Coordinator of Music Theory, Chair of National Association of Schools of Music Accreditation Committee, University Professional Development Committee Chair, College of Arts and Sciences Shared Governance Committee. Internationally exhibited as artist and researcher.

Education	Bloc, Front End Web Development Apprenticeship	Completed 2015
	University of Iowa, Iowa City, IA	Doctor of Philosophy 2006
	University of Florida, Gainesville, FL	Master of Music 2001
	Appalachian State University, Boone, NC	Bachelor of Music 1998

Skills

5+ Years: HTML/CSS/JavaScript/jQuery
1+ Years: JavaScript(ES6), AngularJS, RESTful API
CSS: Bootstrap, Semantic UI, Stylus, Sass, Less
Data Visualization: D3, Chart.js
Managers and task runners: Gulp, Bower, npm
Source and Version Control: GitHub, Bitbucket
Multimedia: Adobe CC, Sketch, Final Cut Pro, Blender, Unity
Experiences with: Angular 2+, Express, Node.js, Wordpress, Python, C#

Current Projects

Passengers

<http://passengers.io>

Role: Design and Developer (work in progress)

Key Technologies: HTML, CSS, jQuery JavaScript, Web Audio API

Passengers: Cartographies of the Underground utilizes the metro as a metaphor for the underground dynamics of the city, and intends to explore the city from the arteries of the metro. Our interest resides in understanding commonalities and peculiarities that metro systems around the world display from the perspective of a cultural passenger. We are interested in learning through observation and reflection what kind of sensitivity a cultural passenger possesses; what is that cultural passengers notice that locals might not, and we would like to engage the public in this conversation about being in the world, being present, noticing.

Can You Change My Bedroom?

<http://www.hyekimstudio.com/page/01video/2015canYouChangeMyBedroom.html>

Role: Game Design, Web Design, and 3D Modeling

Key Technologies: Unity, HTML, CSS, and PHP

Can You Change My Bedroom? is a psychological endurance experiment by blurring the boundaries between virtual and real space by people's creative participation and artist's physical labor. This is an interactive installation/performance project that was live from July 4 to 26, 2015 at VisArts in Rockville collaborating with Hye Young Kim. People were invited to participate in playing the online game, which they could arrange any furniture and object in a virtual bedroom. Based on participants' arrangements (like a work order), Kim changed the studio with physical labor every day. People could participate at VisArts or via online, and watch artist's performance at VisArts or via online live-streaming videos by surveillance cameras. Our ultimate goal is that to transform an artist's studio from a private/closed space only for the artist to a public/open space for a community with active participation and communication.

Salt Marsh Suite

<https://vimeo.com/118583032>

Role: Composer and Sound Design

Key Technologies: MaxMSP/Jitter, Ableton Live, Weather Data Tracking, MadMapper, Raspberry Pi, Arduino, and Hackintosh Construction

Salt Marsh Suite is a collaborative, inter-media arts installation and dance performance based in fieldwork, data collection, and close observation of a North Carolina coastal estuary. The project combines art, science, and technology in an immersive environment, engaging viewers in the beautiful, almost magical quality of the tidal marsh and the life within it, while giving a sense of the vulnerability of the marsh habitat.