

# Joakim Quach

www.joakimquach.com

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Mobile: Removed for web

Address: Removed for web, New York

## SKILLS

### Programming:

Java, C++, GLSL, HTML5, CSS3,  
Swift (iOS), Android, Javascript  
(jQuery, AngularJS, etc.), Node.js,  
Processing/P5, Dart, TypeScript,  
Python, C, C#, SQL

### Physical Computing:

Arduino, Raspberry Pi, Wireless,  
PCB, Circuit Design, Wearable

### Design:

Illustrator, Photoshop, InDesign

### Multimedia:

Rhino, Blender, After Effects,  
Premiere, Unity, PhotoScan,  
VectorWorks

### Methods/Models:

Agile (SCRUM), KISS, Waterfall,  
Prototyping, Incremental, Extreme

### Fabrication:

3D Printing, Laser Cutting, Wood/  
Metal shop, CNC

### Languages:

English (Fluent)

Danish (Native)

## EXHIBITIONS

ITP Winter + Spring Show

World Science Festival 2016

NYC Media Lab '16

## EXPERIENCE

**NYU Entrepreneurial Institute, Guardian** 08/2016 - Present

- Assist students, alumni & staff with hardware and software development.

**Kare Media, Software engineer** 06/2016 - 12/2016

- In charge of developing and preparing a webshop for launch.
- Developed using HTML, SCSS, JavaScript (Angular etc.)

**Microsoft Research, Design Expo Intern** 02/2016 - 04/2016

- "EldSafe" - A CUI based system for elderly and disabled
- Theme: Achieving Symbiosis and the Conversational User Interface

**New York University, Graduate Work-Study** 09/2015 - Present

- Office hours to teach students PCB (Hardlab)
- Responsible to acquire all necessary materials for Hardlab

**Aarhus University, Teaching Assistant** 08/2013- 01/2015

Department of Computer Science

- Taught Introduction to Programming, Programming 2, Web Technology.
- Materials covered: Java and Web technologies (HTML, CSS, JS etc.)

## EDUCATION

**New York University** 09/2015 - 05/2017

Tisch School of the Arts

Candidate for MPS in Interactive Telecommunications Program (ITP),

- NYU Scholarship Award
- Denmark America Foundation Scholarship (~Fulbright)

**Aarhus University** 08/2012- 06/2015

Department of Computer Science

Bachelor of Science in IT - Product Development

- Courses ex: Programming, Interaction Design, Web Technology, Experience Design, Advanced Web Programming, Pervasive Computing, Databases, Interactive Media, Development Methods