

Curriculum Vitae

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Currently I am available as a freelance Senior Developer / Junior Software Architect for companies needing business intelligence tools or content rich standalone, web or mobile applications. Also available for planning and implementing of web application optimization strategies to increase ROI by on-line marketing.

About me and my company:

Software

Building a better information infrastructure using the best technology we can lay our hands on. New and often unfamiliar approaches are considered to be risky but innovation is all about creating a new path through unknown terrain.

The technology chosen to solve the problems faced should always be the technology that fits the goals best. It should be cost effective in both the short as in the long term. Cost of ownership and maintainable code is of key importance if one aims for continuity in delivering the everyday rising expectations.

Being both a MSDN subscriber, a registered Apple Developer and a Unix/Linux adept, I feel very comfortable with most, if not all 'popular' programming and scripting environments, I can quickly adapt to developing in any language of choice, on any platform of choice, but my preference goes to multi platform open source environments. The open source OS community is strong and instead of building bigger fatter dragons, each open source release is leaner and meaner. The benefit of having no vendor lock-in and it's attitude towards open standards will ensure integration with the newest of technology. I love the open source community as it thinks, like me, out of the box. But as I said, I will develop on any platform of choice.

To reach project goals I prefer to practice the Extreme Programming methodology. It ensures fast delivery even when specifications change on a daily basis and the code reviews ensure that knowledge is distributed and expanded within the teams. I design software using UML and implement using Object Oriented Design Patterns. I'm not scared by seeing more than 20000 lines of code in a code version system and as a strong team player I'm responsible, always assuring my own as well as the teams quality of deployments and I am flexible as I do not believe in a 9 to 5 attitude when project planning was realistic.

Hardware

Even before I started programming I loved to build electronics. Though during the past 20 years my interest has now shifted to Embedded CPU platforms. As miniaturization progresses, each month power seems to come in smaller packages.

Still being new in this field I see a lot of potential in harnessing that power and use it for portable solutions. During my study most of the hardware human interfaces I build were connected to very fast workstations (Apple Macs and Next Cubes) but now their computing power is being matched by these small battery powered embedded platforms. Which immediately brings augmented reality and real time data analysis in a portable and personal package within reach of the masses.

Currently I design interactive DSP software for a music toy company incorporating embedded platforms. Goals are focused completely on usability, fun, education value, sound quality and manufacturing costs. Currently one of my software prototypes is being evaluated by one of the best known consumer electronics brands of Holland.

Audio

After studying electronic music and composition (Sonology) at the Royal Conservatory The Hague, I still practice a lot of music in different genres and all the programming languages that I was taught were invaluable to my career. The hardware and DSP skills are must-haves when making embedded platform ambitions real.

I also record live performances of bands and orchestras used for commercial CDs and DVDs. When recording classical music I aim for honesty and transparency although I compensate for the loss of visual and presence of the orchestra when listening in a home environment. Bands need more producing to give their music the personal quality that

pronounces the idea behind their music. Having in depth knowledge of music, (psycho) acoustics and playing an instrument myself make these meeting these goals a much easier task to accomplish.

Video

The art of directing and editing of video footage has long been a silent skill since I took a private course "video directing" when I was 17. It covered directing, camera techniques, lighting, interview techniques and editing. Now I use these skills when directing, shooting and editing DV material for use on DVD media. In some DVD productions I use 3DStudioMax for HDR 3D renders to add camera movement matched objects to the footage.

Gaming

In my spare time I'm an avid gamer. I like the narrative, film like, experience that 3D games give. The technology behind it is intriguing and had me investigating it. Used DirectX and C++ for a 3D screen saver and a game. Took me three weeks to develop my first 3D shooter.

It hurts me to see that game studios invest more in visual rendering than in a game's soundtrack or audio rendering. I think audio should not be taking lightly when aiming for the best game experience. Try watching a movie with an unrealistic soundtrack. I aim to show game studio's how far you can go with enhancing the user experience by using user action coupled music and psycho acoustic effects using DSP. Currently I have had invitations of Guerrilla Games and Electronic Arts.

Client list (web hosting, web applications, cdroms, optimization, audio/video):

Ungatoys, Media Republic, Submarine, Basic Orange, CCCP, Loveland, VARA, Warner Music, Overloaded Pocket Media, Verhoef Revalidatie Techniek, Extrazin, Skwatsch Theater, QuantLeap, 't Parkhuys, Miracle Queencoverband, Leo Kogan, Danny Malando, James Boekbinder, Jeerdo, Vitamins, Groenhof Congres Organisatie, Big Fish, Deire and many more.

Technology:

PHP, C#, C++, XSLT, XML, MySQL, WML, XHTML, SOAP, AJAX, CSS, FlashScript, UML

Previous work experience:

8/2006 - 2/2007 Orange Breedband Nederland, Amsterdam, The Netherlands

Function: Senior Web Developer

Responsibilities: The technological functionality, W3C compliance and user experience of the Orange.nl portal. Goals met were: implementing new functionality, interfacing with internal and 3rd party web services, optimize performance using Akamai caching, debugging, writing requirements and evaluating the externally developed CMS, restyling of the MMS-to-email system (compatible with desktop email clients and on line email clients) and monitoring of all web pages and services to give the marketing department a business intelligence tool for marketing the Orange product.

Team: 2 designers and 3 developers.
Technology: PHP, Perl, XSLT, XML, MySQL, XHTML, SOAP, AJAX, CSS, FlashScript, Excel, Nokia Gateway Server, Server side Javascript, UML
Platforms: Windows 2000, Windows Server 2003, Solaris 10
IDE: Microsoft Developer Studio 2005, Flash StudioMX
Other: VI, Photoshop CS

3/2002 - 7/2006 Overloaded Pocket Media BV, Amsterdam, The Netherlands

Function: Senior Developer

Being initially hired as a mobile game developer, it soon became clear that they needed a mobile distribution platform to sell games on, and me having a lot of on-line experience, back office I went! At Overloaded I served 3 roles (most significant first):

1. Senior Developer of (mobile) client software and front- and back office server applications using C#/PHP for mobile phone content/games/applications. Built a publishing, billing and delivery platform including a CMS which was compatible with more than 1000 mobile devices/browsers and could be branded to any brand within a day (branding clients: T-Mobile, Orange, Telfort, KPN, Hi, Radio538, Teletet, TIM). This platform was successfully maintained, optimized and expanded by only four developers and a designer, generating €5000 on average daily basis. Interfaced to the T-Mobile billing system in three days where other partners of T-Mobile took three weeks on an average. T-Mobile Europe was more than interested in the source code. Built a lot of middleware (web services) for mobile applications.

2. System Administrator and assistant CTO, responsible for estimating cost of hardware investments, installing, deploying and maintaining more than 10 servers running Windows Server, SQLServer, Solaris and a 4 node FreeBSD cluster. Also setup and maintained the office environment with 25 clients. Had a junior system administrator to teach and to manage.
3. Security Officer, responsible for ensuring safe operating systems using firewalls (IPTables and IPF), anti virus software and encrypted tunnelling. Main duties in this area involved maintenance, tracking hacking attempts and deploying counter measures. Also maintained the office connections to the Internet and our remote server environment. Tasks were shared with my junior system administrator.

Team: 1 designer and 4 developers.
 Technology: PHP, C#, XSLT, XML, MySQL, WML, XHTML, SOAP, CSS, Flash, Javascript, Webservices, UML
 Platforms: FreeBSD, Debian, Windows Server 2003, Solaris 9
 IDE: Microsoft Developer Studio 2005, Flash StudioMX
 Other: VI, Photoshop CS

7/1996 - 2/2001 **Lost Boys Interactive BV, Amsterdam, The Netherlands**
Function: **Senior C++ Developer**

PC/MAC interactive CDROM Development (C++). Building cross platform applications and porting PC applications to Apple Mac.

Many CDROM titles amongst which:

- Anne Frank House (both English and Dutch versions), a virtual and interactive tour through the Anne Frank house and Anne Franks family history. This application is still used in the Anne Frank House today! This title was awarded the Millia D'or 2000 in Canne.
 Team: 25 people (about 10 developers)
 My tasks: the graphical user interfaces, the porting of the PC version to Mac, and all hybrid CDROM installers.
- Etsen van Rembrandt (both English and Dutch versions), a complete interactive CDROM catalogue of all etches made by Rembrandt.
 Team: 3 people (two developers and one designer)
 My tasks: developing the complete PC and Mac application in C++ including hybrid CDROM installers.
- Metropolis, an interactive virtual 3D city on CDROM
 Team: 15 people (7 developers)
 My tasks: graphical user interface, rendering optimization

Web Development: Telfort Business Online, KPN Het Net, and others.

Sound Design: Holland Casino Virtual Casino web application and Dodgem Arena game for Playstation (Cubase and Mac ProTools)

Streaming Video: Internal consultant

Technology: C++, ASP, VB, CFML, PHP, Macromedia Director, Flash, PERL
 Platforms: Windows 98, Windows Server 2000, MacOS 8/9
 IDE: Microsoft Developer Studio, Metroworks Codewarrior, Macromedia Director
 Other: Photoshop, ProTools, founder of the "Never Never Band" (aka The Lost Boys Band)
 Internal course(s): PERL, UML

References

Name	Phone
Marlies Tan (Lost Boys)	+3120-5356161
Babs van Gisbergen (Overloaded)	+3120-3307701
Luc Allemand (Orange)	+3120-5355327

Other

Sports: Golf player (GVB) and avid sports shooter