

Phoebe Bostwick

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Experience

University of Pennsylvania Museum of Archaeology and Anthropology

Web Developer, September 2019 - Present

- Led development of rebranded internal and external websites across multiple platforms (WordPress, Joomla, custom in-house properties).
 - Brought website into compliance with WCAG 2.1 AA accessibility standards.
 - Created reusable components, styles, scripts, templates, and themes.
 - Reviewed content hierarchy, organization, and strategy to improve user experience and better meet institutional goals.
- Lead project management for Digital Media department by creating and maintaining timelines, task lists, and deliverables for one time projects and ongoing needs in Basecamp.
- Initiated and lead departmental improvement projects including establishing version control practices and documentation standards.
- Contribute to development of digital museum "Nexus" by creating and administrating collection related databases and archives, and their public facing counterparts.
- Lead routine departmental operations, including web administration, server maintenance, bug fixing, special projects, and digital brand interpretation.

Freelance Web Developer, Philadelphia

- Consult on content strategy and design for web presences.
- Develop or customize websites based on customer needs.
- Implement CMSs and provide training and documentation for on their use for customers.

Klip Collective, Philadelphia

Interactive Developer, April – September 2018

- Led prototyping, project planning, and programming for large scale light sculpture as part of the nine month long exhibition installation, in coordination with fabrication and exhibit management teams.
- Customized software for added placement, feedback, saving, sound, pixel mapping, and synchronization functionalities coupled with respective interface elements.
- Wrote scripting for communication between modified software and individual addressable LEDs to allow real-time control of lights via pixel maps.

Projects

TalkDrop Augmented Reality Application

- Developed an iOS app built in Unity with ARkit and Placenote to record and leave site specific voice messages in world space
- Contributed to moderation build that allows administrators to hide or delete any voice messages remotely.
- Utilized a MySQL database that stores serialized audio, location coordinates, and appearance attributes for multi-session and multi-user engagement.
- Led three person development team in coordination with a design team and maintaining Unity

Collaborate repository for version control during development and after release for bug fixes.

Education

Drexel University, Philadelphia, PA

Bachelor of Science in Interactive Digital Media, Minor in Art History, Graduated June 2019

Skills

Languages: HTML, CSS/SASS, JavaScript, PHP, C#, Processing, SQL, XML, Markdown

Programs: Adobe Photoshop, Sketch App, TouchDesigner, Unity, Xcode, Arduino IDE

Etc.: Wordpress, Joomla, Basecamp, Git