
INDIANA UNIVERSITY

BLOOMINGTON, IN

B.A. in Anthropology and History of Art with Honors

Graduated August, 2015

Honors thesis: *Typological recursion and art attribution: towards automated identification of art and artifacts*

SKILLS

Languages	PHP, SQL, HTML, CSS (SCSS, LESS), JavaScript, Java, Python
Frameworks	Bootstrap, AngularJS, Backbone.js, CodeIgniter, Klein.php, Django, Node.js
Libraries	jQuery, PHP ActiveRecord, Isotope, OpenSeadragon
CMS	WordPress, Drupal, CouchCMS
Tools	Vagrant, Git, npm, grunt, bower, fabric
Misc.	Google Analytics, Piwik, Linux, ArcGIS, Adobe CC (Photoshop, Illustrator, InDesign, Dreamweaver)

MUSEUM EXPERIENCE

- Nov. 2015 – Present **IMA Lab, Indianapolis Museum of Art – Indianapolis, IN**
Senior Software Developer
Develop technical solutions for the IMA and the cultural sector, including websites, apps, and gallery interactives. Contribute to grant-funded open-source projects, such as Roundware and the OSCI Toolkit. Support and troubleshoot numerous legacy systems for a variety of clients in the GLAM sector.
- Aug. 2013 – Present **Indiana University Art Museum – Bloomington, IN**
Web Developer
Develop new online exhibits and web modules, including back-end, front-end, and design. Update existing exhibits to be mobile-friendly, fast-loading, and secure. Integrate the museum's object database into the website for public use.
- May 2014 – Jan. 2015 **National Museum of Natural History, Smithsonian Institution – Washington, D.C.**
Intern, Natural History Research Experiences (NHRE) Program
Conducted conservation research on fiber identification of Polynesian *tapa*. Presented findings at a symposium on *tapa* in Tahiti, French Polynesia. Published research in symposium compendium, evaluating identification methods.
-

HIGHLIGHTED PROJECTS

- Feb. 2016 – May 2016 **19 Stars of Indiana Art: A Bicentennial Celebration**
<http://imoskvin.com/demos/map/>
Gallery interactive for an IMA exhibit. Features complex SCSS / CSS3 animations. Integrates with Google Analytics and Piwik for event tracking. Contributed to the iterative user testing process.
- Mar. 2014 – Sept. 2015 **Colors of Classical Art**
http://www.indiana.edu/~iuam/online_modules/colors/
Uses CouchCMS to facilitate content editing by team members. Fully responsive with Bootstrap 3, CSS3 media queries, and custom JavaScript.
- Spring 2013 **TAPA: Unwrapping Polynesian Barkcloth**
http://www.iub.edu/~iuam/online_modules/barkcloth/
Used OpenSeadragon (Deep Zoom) to facilitate viewing large, intricate barkcloths. Optimized to run offline on an iPad in a gallery with limited Wi-Fi availability.

For portfolio and full CV, please visit <http://imoskvin.com>

INTERESTS

Digital humanities, typology and classification, indigenous arts, archaeology, machine learning, game development.