

Fred Chasen

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EDUCATION

University of California, Berkeley
Masters of Information Management Systems
School of Information
(September 2012 - May 2014)

My studies focused on digital reading and technologies for learning. As a researcher within the next generation publishing group, I led development of EPUB.js.

University of California, Los Angeles
Bachelor of Arts
Department of Design | Media Arts
(September 2004 - March 2008)

Carnegie-Mellon University
Summer Design Program (2003)

PROJECTS

Paged.js (July 2017 - Present)
pagedjs.org

An open-source Javascript polyfill for the W3C paged media specifications, creating print ready PDFs in browsers.

EPUB.js (December 2013 - Present)
github.com/futurepress/epub.js

An open-source Javascript library for rendering epub books in browsers.

Jam with Chrome (November 2012)
www.html5rocks.com/en/tutorials/casestudies/jamwithchrome-interaction/

Enables people from all over the world to form a band and jam in real time inside the browser. I led development of the interface at Tool of North America for Google Creative Lab, UK.

One Hour Per Second (January 2011)
onehourpersecond.com

An interactive visualization of time, commissioned by YouTube and developed with Use All Five and Punk and Butler.

PORTFOLIO

http://fchasen.com
Professional work, open source projects
and interactive artwork.

EXPERIENCE

Scribd Inc.
Senior Software Engineer
(July 2019 - Present)

I'm responsible for the rendering of a vast library of PDFs and eBooks on web and mobile apps using web platform technologies for display.

Chasen Interactive LLC
Freelancer
(July 2017 - July 2019)

My freelance work has included projects for Macmillan, The Getty Museum, Google Creative Lab, Youtube, and Android.com. I specialize in publishing technologies and browser text rendering, creating dynamic and interactive sites using web standards.

O'Reilly Media
Software Engineer
(March 2014 - July 2017)

I worked on the Atlas publishing platform, creating tools for authors to create, edit and design both digital and print books in the browser.

Google Data Arts Team
Creative Technologist
(May 2013 - August 2013)

I contracted with the Creative Lab's Data Arts Team at Google San Francisco for the summer of 2013. I worked on the development of several Chrome experiments, including a music video for Arcade Fire, and an animated typeface creator at *anitype.com*.

University of Southern California
Web Developer
(May 2011 - October 2011)

Worked on academic sites supporting thousands of students, faculty, staff and alumni.

Prologue Films
Web Developer
(May 2010 - May 2011)

Led the conversion of their website from Flash to a Rails based HTML5 site.

Freelance Republic
Developer / Designer
(March 2009 - May 2010)

KAA Design Group
Junior Developer
(March 2008 - March 2009)