FRED CHASEN

fchasen.com | fchasen@gmail.com | 310-801-1560

I'm a full-stack software engineer with 12 years of experience in publishing technologies, web standards, and browser rendering. Based in Los Angeles, CA.

WORK EXPERIENCE

SCRIBD INC.

Senior Software Engineer | Jul 2019 - Current

- Lead Content Rendering at Scribd, responsible for displaying a library of millions of documents, ebooks, sheet music and magazines using web platform technologies.
- Develop low-level JavaScript rendering libraries that interface with iOS / Android content views and a React UI for browsers.
- Maintain a content delivery pipeline that spans Ruby, Python, and C++.
- Improved Largest Content Paint times from over 6s to under 2.5s for PDF pages receiving ~100 million views a month.
- Serve as Scribd's W3C Advisory Committee Representative, internal standards advocate, and a member of the Epub Working Group.

CHASEN INTERACTIVE LLC

Freelance Software Engineer | Jul 2017 - Jul 2019

- Launched projects for Macmillan, The Getty Museum, Google Creative Lab, Youtube, and Android.com.
- Led the development of Epub.js and Paged.js, helped clients integrate those libraries into their platforms.
- Contributed to open-source projects such as Puppeteer, XMLDOM, and React Native.
- Invited Expert to the W3C Publishing Working Group.

O'REILLY MEDIA

Software Engineer | Mar 2014 - Jul 2017

- Developed O'Reilly Learning using micro-services for rendering different content types such as articles, books, and interactive text with runnable code (React, Go).
- Created tools for authors to write, edit and design books in the browser in the Atlas publishing platform (Rails, React).
- Maintained a toolchain (Ruby, Python) for producing production print files and ebooks outputs from XHTML and Paged Media CSS.

NEW YORK UNIVERSITY - ITP

Adjunct Professor | Jan 2015 - May 2015

- Taught a graduate course investigating the future of publishing through reconciling theories of what digital texts might become with the possibilities enabled by current digital publishing tools.
- Readings and discussions covered key aspects of the transition from print to digital writing and reading such as creation, production, design, interaction, models of distribution, accessibility, and privacy concerns.

GOOGLE DATA ARTS TEAM

Creative Technologist | May 2013 - Aug 2013

- Worked on several Chrome experiments, including a music video for Arcade Fire, and an animated typeface creator at *anitype.com*.

UNIVERSITY OF SOUTHERN CALIFORNIA

Web Developer III | May 2011 - Oct 2011

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Masters of Information Management Systems | Sep 2012 - May 2014

School of Information

My studies focused on digital reading and technologies for learning. As a researcher within the next generation publishing group, I created tools for bringing books to browsers.

UNIVERSITY OF CALIFORNIA, LOS ANGELES

Bachelor of Arts | Sep 2004 - Mar 2008

Department of Design | Media Arts

PROJECTS

PAGED.JS

- Open-source JavaScript library for creating print-ready PDFs in browsers or from a CLI using HTML and CSS.
- Implemented the parts of the Paged Media specifications not yet natively supported by browsers using JavaScript for content fragmentations and re-writing print stylesheets.
- Helped organize meetups and workshops around designing with print CSS and extending Paged.js.

EPUB.JS

- Open-source JavaScript library for rendering ePubs in browsers.
- Used by many different ebook reading systems from universities to publishers and accessible book providers.
- Active community on Github with 5k stars.

JAM WITH CHROME

- Web-based musical project created with Google's Creative Lab, enabling people from all over the world to form a band and jam in real-time inside the browser.
- Developed the interface (with interactive guitars, keyboards, and drums) to show off Chrome's implementation of the Web Audio API.
- Documented how the instrument interactions were created with a tutorial on HTML5rocks.