

Jacqui Maher

London NW3 1QY Mobile: 07478575007 Email: jacqui.maher@gmail.com Twitter: [@jacqui](https://twitter.com/@jacqui)

Over the past seven years, I've been working at the intersection of news, technology and design, a multi-disciplinary field that lets me make the most of my career experience as a designer, poet, programmer, gopher, systems administrator, writer, and even public health hacker.

I am seeking a role as a journalist, where I can apply my interactive media, data journalism and investigative reporting skills for digital storytelling. My objective is what all journalists want, really: to inform the public of what's new, important, and how it fits into the context of our lives and world.

Experience

Interactive Journalist BBC News Labs January 2015 - Present

I work with BBC News Online and the World Service to find the best ways of producing, presenting and distributing coverage across different media and platforms. One of my first projects was developing journalist-facing tools and views of metrics with the BBC newsroom Audience Development and Data team. This led to producing internal dashboards monitoring the balance of party-related coverage during the UK General Elections, leveraging the BBC's linked data platform. Working with the Magazine and Focus on Africa teams, I developed the digital, mobile-first graphics novel presentation of Hooked, a story dealing with the drug trade in Guinea-Bissau.

My main focus is currently structured journalism - investigating, researching and prototyping different approaches to news production and presentation for explanatory and investigative journalism, even leverage the massive archive of audio, video and online news, including BBC Monitoring. I am also working on a strategy for managing chat and messenger bots to distribute our content across platforms and in new regions.

Assistant Editor, Interactive News The New York Times November 2009 - February 2014

Interactive News was one of the first newsroom-based desks mixing technology, design and journalism. I joined this team of fellow hacks/hackers fairly early on, first as a news apps developer and then promoted to Assistant Editor.

My work there included experimenting with new presentation formats for digital storytelling - and figuring out when these formats worked well enough to develop tools for their creation going forward. I worked a lot with data: submitted in formats ranging from actual paper dumps to horribly formatted excel spreadsheets to xml, json, csv/tsv and fixed-width. As typical in any data journalism projects, this involved cleaning, parsing, verifying, and exploring data for use in and alongside our reporting. Collaborating with our social media editors, I helped produce ways to better engage with our readers and allow them to contribute to our reporting. I also helped establish the first editorial-focused analytics team in the newsroom along with our editor and then-OpenNews fellow.

Much of this job involved coordination and collaboration between multiple desks on major news coverage, like three Olympic Games, several US elections (midterm and presidential), and many live and breaking news events. My responsibilities crossed from overall editorial strategy to design and development of story presentations to managing the server infrastructure that supported it all.

Research Engineer The New York Times R&D Labs February 2014 - December 2014

I joined the Labs to connect and communicate the needs of the newsroom to the research and development work at the Times. My work involved building prototypes that illustrate the impact of emerging technologies on news, media and information in the coming years, developing applications for the creation, manipulation, and consumption of information. I also brainstormed with Creative Technologists and Data Scientists in the lab on prototype concepts, rendering those concepts into working models.

Contributing Developer Spot.us January 2009 - May 2009

Spot.us was a crowdfunded and crowdsourced platform created by Dave Cohn, allowing citizens to submit story tips, journalists to pick up tips and cover them, and anyone to pledge money to cover costs. I worked with Dave on developing the public facing UI plus backend database and commerce systems integration.

Public Health Developer/Hacker Baobab Health January 2004 - June 2006

Baobab Health, a Malawi-based NGO, is focused on improving access to public health via low-cost applications. I contributed both remotely and on-site in Lilongwe through a mix of mentoring and hands-on development, primarily on the Baobab Anti-Retroviral Treatment (BART) application. BART, which ran on super-customised old HP "tablets" - barcode scanners, touch screens, power-over-ethernet - better manages the treatment of patients with AIDS by streamlining patient registration, tracking appointments, clinician observations and prescriptions, along with current drug inventory and ordering status.

Years of contributions from developers all over the world had brought significant risk to an application that impacted real people's health. Therefore I focused on improving test coverage and code refactoring more than feature development. The work I did with the team led to a more stable and understandable codebase. As a side effect, the application became easier to contribute to in the open source community.

Early Social Media Hacker Friendster January 2004 - June 2006

Before MySpace and Facebook... there was Friendster. My job was to take the initial slow, Java-based site and speed it up. My team did this by building a new platform that first unified data from several sources into a standard XML format, and using PHP, then a common web development language, transform it into a scalable social networking site using XSL(T) templates, CSS and Javascript.

News App Developer Hearst Interactive Studios December 2000 - December 2003

Once upon a time Hearst had an Interactive Studios on the first floor of the then six-story landmark building on 57th & 8th. We were a team merging technology, design and journalism. My crowning achievement was making the Esquire "Drinks Database" interactive and digital. That was fun. Also, the Popular Mechanics CMS, which led me to discover "beer can chicken" - a technique for cooking whole chickens on the barbecue. Naturally this job also involved making quizzes for Cosmo online.