karla POLO

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I am a maker, critical thinker and creative soul passionate about new technologies and its social impact.

As a product designer, I'm always looking for the next big challenge. I'm a curious, detailed-oriented, workaholic who restlessly tries to learn from other professionals with different expertise.

Favorite Phrase: "When the inspiration comes, that finds me working."
– Pablo Picasso

EDUCATION

Parsons School of Design
2016 – 2018
Master of Fine Arts - MFA Design and Technology.

Cornell Tech
2017 – 2018
Cornell Tech + Parsons Product Studio & Startups Studio Programs

Parsons Paris
Spring 2017
Master of Fine Arts - MFA Design and Technology.

Institute Superior of Design (ISDi)
2007 – 2012
Bachelor in Visual Communication

EXPERIENCE

CAPCO
Sep 2018–Present
New York City

Senior Creative Technologist
• Leading UX/UI and Front-End Development Projects at CAPCO Digital Innovation Labs.
• Rapid Prototyping and Creative Coding.

Parsons School of Design
Aug 2018 – Present
New York City

Adjunct Instructor
Teaching Web Advanced (JavaScript) at the MFA Design and Technology program.

WiTNY
Jun 2018 – Aug 2018
New York City

Adjunct Instructor
Teaching Design Thinking and Rapid Prototyping to upcoming CUNY students.

Cornell Tech
Jan 2018 – Aug 2018
New York City

Product Design in Residence
• User Experience and User Interface Design
• Branding Strategy & Identity Design
• Front-End Development
• Rapid Prototyping and 3D Modeling

Kroma Studio
May 2010 – Aug 2018
New York City / Havana

Co-founder / Product Designer
• Motion Graphics and Stop Motion Animation
• Filmmaking and Video Editing
• Branding Strategy and Identity Design
• Rapid Prototyping and Front-End Development

Parsons School of Design
Sep 2017 – May 2018
New York City

Teacher Assistant
Giving mentorship to students in the areas of Concept Development, Physical Computing, and Creative Coding.

Verizon
Jan 2018 –Apr 2018
New York City

Product Design Fellow at Verizon Connected Futures
3D Modeling, Animation and Unity development for LIFTAR, AR game experience.

Center for New York City Affairs
Jul 2017- Jan 2018
New York City

Interactive & Visual Designer
• Data Visualization (Coding in D3.js)
• Editorial Design
• Front-End Development & Web Management
• Social Media Content Management

Parsons School of Design
Jul 2017 – Aug 2017
New York City

Teaching Fellow
Teaching HTML, CSS and JavaScript to first year students at the MFA Design and Technology Bootcamp summer program.

Institute Superior of Design (ISDi)
Aug 2012 – Aug 2013
Havana, Cuba

Fulltime Faculty
Teaching Audiovisual Design and Typography to 3rd and 4th-year students in the Visual Communication Design program.