MICHAEL KAHANE

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PROFILE

- UX designer and technologist well-versed in utilizing design thinking to create digital experiences that minimize user effort.

- Strengths in synthesizing research, communicating empathetic user stories, and creating technologically feasible solutions and prototypes.

EXPERIENCE

FREELANCE CREATIVE TECHNOLOGIST
BROOKLYN, NY | 2017 – PRESENT

- Creative concepting and prototyping of technology platforms such as websites, interactive kiosks, and AR experiences for clients such as 72andSunny, RP3 Agency, and The International Center for Advocates Against Discrimination.

CREATIVE TECHNOLOGIST
RP3 AGENCY | WASHINGTON, DC | 2015 – 2016

- Collaborated with strategists, visual designers, and web developers to create information architectures, wireframes, and prototypes using agile methodologies and user-centered design processes.

- Developed front-end code and performed QA testing.

- Harnessed emerging technologies to provide innovative solutions to clients from concept to prototype.

ONLINE MEDIA SPECIALIST
MOVING MARYLAND FORWARD | TOWSON, MD | 2012

- Wrote content for an online advocacy network, funded by the Robert Deutsch Foundation, designed to educate and engage Maryland residents in support of state social justice issues.

GRAPHIC DESIGN INTERN
THE KENNEDY CENTER | WASHINGTON, DC | 2011

- Designed program stuffers, signs, advertisements, houseboards, and brochures.

EDUCATION

MFA DESIGN & TECHNOLOGY
PARSONS SCHOOL OF DESIGN | NEW YORK, NY

- **Open Society Foundations Fellow**
  Created and tested a mobile health platform in Guatemala during six-month fellowship.

- **Fútbol Forever (Thesis)**
  Made a four-player post-planetary soccer arcade game that has been exhibited at many galleries and events.

BA ENGLISH LANGUAGE & LITERATURE
UNIVERSITY OF MARYLAND | COLLEGE PARK, MD | CUM LAUDE

EXHIBITIONS/AWARDS

SMITHSONIAN INDIE ARCADE (FÚTBOL FOREVER)
SMITHSONIAN AMERICAN ART MUSEUM | WASHINGTON, DC | 2014 & 2017

GOLD ADDY (RPTREE, GAME CENTRAL)
AMERICAN ADVERTISING AWARDS | WASHINGTON, DC | 2016

BEST ARENA-BASED EXECUTION (GAME CENTRAL)
MEDIAPOST DIGITAL OUT OF HOME AWARDS | WASHINGTON, DC | 2015

BEST IN SHOW (FÚTBOL FOREVER)
WORLD MAKER FAIRE | NEW YORK, NY | 2014

SKILLS

USER EXPERIENCE DESIGN
Sketch, InVision, Ideation, IA, User Scenarios, Wireframes, Rapid Prototyping

WEB DEVELOPMENT
HTML, CSS/Sass, JS, React.js, Pixi.js, Three.js, Git

GAMES/INSTALLATIONS
Unity3D (C#), AR/VR, Physical Computing (Arduino), openFrameworks (C++)