MICHAEL KAHANE

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PROFILE

- Web Developer and UX designer well-versed in utilizing design thinking to develop digital experiences that minimize user effort.
- Strengths in synthesizing research, communicating empathetic user stories, and developing concepts from prototype to production.

EXPERIENCE

SOFTWARE ENGINEER (CONSULTANT)
HUGE | BROOKLYN, NY | APR 2018 – PRESENT

- Full-stack development for a large-scale website using WordPress, including visual styling and back-end integration with a custom theme/plugin.

BOARD MEMBER/EVENT PLANNER
DEATH BY AUDIO ARCADE | NEW YORK, NY | JUNE 2014 – PRESENT

- Non-profit management and event planning for a organization that showcases independent local-multiplayer arcade games at venues, galleries, and bars in NYC.

CREATIVE TECHNOLOGIST/UX DESIGNER
FREELANCE | BROOKLYN, NY | JAN 2017 – APR 2018

- 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 | JAN 2015 – DEC 2016

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

EDUCATION

MFA DESIGN & TECHNOLOGY
PARSONS SCHOOL OF DESIGN | NEW YORK, NY | 2014

- **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 | 2011

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

WEB DEVELOPMENT
HTML, CSS/Sass, JS, WordPress (PHP), Git, AWS

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

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