

Shakti Mb

Interactive Design Intern at Progressive Pupil

mbshakti@gmail.com

Experience

Research Assistant at Parsons The New School for Design

February 2015 - Present (3 months)

Researcher for Code, Compose, Collaborate (recipient of DML trust challenge) which is an online learning environment for youths to interact, create and collaborate on musical compositions created by writing code. Currently, working on designing the experience and workflow between the kits, server and the code combinator, as well as creating a functional prototype that can be tested in the classroom environments.

Teaching Assistant at Parsons The New School for Design

January 2015 - Present (4 months)

Ta for Core Lab which is a class for BFA students that teaches practical HTML, CSS, and Javascript.

Interactive Design Intern at Progressive Pupil, The New School

September 2014 - Present (8 months)

Oversee the design / development and maintain the organization's website and blog (WordPress). Assists with graphic design of organizational literature and promotional materials for film and interactive media projects. Conducts research about the interactive and graphic design approaches of similar nonprofits and documentary films.

Research Assistant at Parsons The New School for Design

October 2014 - December 2014 (3 months)

Worked on prototypes for a challenge organized by Publicis Groupe, in partnership with NYC Media Lab, to explore the technologies and applications that express the notion of the "Retail experience of the future." Initial discussions around themes and experiences triggered our idea of a dynamic, immersive, and futuristic in-store navigator system. The software architecture was created along, with an initial UI workflow for an app followed by three rounds of user-testing. The updated app, the software architecture, and a narrative envisioning the app/installation were presented as final deliverables.

Creative Director at Kola Studios

February 2014 - May 2014 (4 months)

Led the UI/UX design of a startup's most popular mobile game's (Matatu) new feature - from idea conception, wireframing, to user experience and interface design. Additionally contributed to the planning and creation of visual design for online campaigns.

Creative and Technical Designer at FlyCorp

August 2013 - January 2014 (6 months)

Designed motion graphics art / promotional material, served as assistant director on production sets, and edited video and audio footage for television advertisements and music videos.

Graphic Design Intern at Noor Consulting

May 2013 - July 2013 (3 months)

Collaborated with a team of creative designers to create and promote visual solutions to brand identities. Established a stronger understanding of brand development. Illustrated and produced designs with special emphasis on print design, process and specifications.

Graphic Design Intern at RBC Worldwide

April 2013 - May 2013 (2 months)

Graphic Design Intern at TBWA\Limelight

June 2012 - August 2012 (3 months)

Designed promotional graphic material and developed a further understanding of design and copy. Brainstormed, conceptualized and executed ideas for advertising campaigns. Collaborated on ideas for social media, print, television, and radio.

Summer Intern at Ignition Advertising Agency

June 2011 - August 2011 (3 months)

Exposed to the workings of an advertising agency (accounts, strategy and creative team). Worked closely with creative team to design promotional graphic art and visual material. Developed creative thinking skills and familiarity with a range of design software and tools.

Assistant Manager at Student Association Merchandise Store

November 2010 - May 2011 (7 months)

Coordinated with administration, logistics, finance and marketing departments to successfully open the store and ensure smooth daily operations for over a period of six months.

Languages

English

Volunteer Experience

Teacher Assistant at The Salvation Army, Kampala

May 2010 - July 2010 (3 months)

Conducted and coordinated educational and recreational activities for primary school students. Assisted head co-ordinator with the planning and implementation of a new academic curriculum.

Skills & Expertise

Adobe Creative Suite
User Experience Design
Interaction Design
User Interface Design
Graphic Design
Branding & Identity
Web Design
Information Design
Motion Graphics
Visual Design
Video Editing
Illustration
HTML5
JavaScript
jQuery
Illustrator
Project Management
Teamwork
Management

Honors and Awards

The Dean's Merit Scholarship

Parsons The New School For Design
2014

Teaching Fellowship Recipient

Parsons The New School for Design

Developing syllabus, assignments, lectures and materials for a three-week intensive web design and development course for incoming MFA Design and Technology candidates

Nottingham Advantage Award

Nottingham University
June 2013

Academic Achievement Award

SelaQui World School
November 2010

Education

Parsons School of Design

Master's Degree, Design and Technology, 2014 - 2016

University of Nottingham

Bachelor of Science (B.S.), Applied Psychology and Business management studies (Double Major), 2010 - 2013

Grade: 3.6 GPA

Activities and Societies: Student representative at the Institute of Work, Health and Organizations 2012 - 2013, Head of Graphic Design at Student Association (Activities) 2011 - 2012, Member of Model United Nations (MUN) 2010 - 2013

SelaQui World School

International Baccalaureate (IB diploma), 2008 - 2010

Activities and Societies: Chief Student Editor of annual magazine 2009 - 2010

Interests

Entrepreneurship, open source, emerging technologies, design, fictional worlds, understanding human behavior, traveling, learning and acquiring new skills, education

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[Contact Shakti on LinkedIn](#)