

# Annika McTamaney

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## CREATIVE TECHNOLOGY AND DESIGN

I am a design-oriented thinker specializing in the overlap between technology, art, and media. My deep passion for physical design overlaps with my skills in digital media and virtual modeling, and I have a proficient understanding of product design, game development, and UI/UX web implementation.

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## KEY SKILLS

Adobe Suite	Blender, Rhino 6/7	Woodworking and Metalworking
HTML, CSS, Java Script, C++, Java	CNC Machining, Lasercutting	Proactive and self-teaching
Procreate, Clip Studio Paint	Furniture Design	Adept technical understanding

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## PROFESSIONAL EXPERIENCE

### Weber Shandwick (2022 - Present)

#### Senior Associate, Creative Technology

Facilitated employee training on new technologies, boosting technical proficiency. Led AI training for corporate, pharmaceutical, and government clients. Communicated with clients to align AI project direction and content. Created and maintained training documents for the Futures AI Accelerator's client sessions. Developed data analysis algorithms for in-house AI projects. Implemented front-end web development for the Futures website, assisted in design, and acted as main touch point with back-end contractors.

#### Media Genius/Technology Fellow

Engaged in research surrounding new digital innovation, including machine learning, AR/VR, and interaction technology. Acted as a front end web coding and design liaison while implementing virtual AI assistants on the back end through the OpenAI API. Demonstrated exceptional leadership qualities while managing multiple projects simultaneously under tight deadlines without sacrificing quality or accuracy.

### The Christopher Academy (2022-23)

#### Web/UX Designer

Debugged and assisted in redesigning the Christopher Academy website, and consulted for graphic design of school newsletters and brochures.

### CU Boulder (2022)

#### Theater Production Assistant

Construction stage sets in the theater department at the University of Colorado, Boulder. Trained with heavy machinery, woodworking, and lighting.

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## EDUCATION AND COURSEWORK

### University of Colorado, Boulder

BS: Creative Technology and Design

Minor: Art Practices

GPA: 3.8 / 4.0

### DIS Study Abroad, Copenhagen

Furniture Design Studio

## PROJECTS

### *OpenOak*, Furniture Design, Instructions & Website

Senior Capstone Project

### *The Pharaoh's Curse*, Game Development & Design

Undergraduate Project

### *Hanging Candle Holder*, Rhino Product Design

Undergraduate Project

### *Virtual Etch-A-Sketch*, Robotic Game Controller

Undergraduate Project

### *Topology of Home*, Lasercutting

Minor Project