

Education

Massachusetts Institute of Technology — Cambridge, MA

MS, Comparative Media Studies, June 2016

- Master's Thesis: "Listening in Code: Process and Politics in Interactive Musical Works"

Stanford University — Stanford, CA

BA, Science, Technology and Society, June 2013

- Minor in Creative Writing
- Honors Thesis: "Reactions to Analog Fetishism in Sound Recording Cultures"
- Departmental Honors, University Distinction, Phi Beta Kappa, Robert McGinn Award

Work History

Performant Software — Charlottesville, VA (Remote)

Software Development Consultant, June 2016—August 2016

- web application development (Ruby on Rails) and interface design for teaching project

HyperStudio, Massachusetts Institute of Technology — Cambridge, MA

Research Assistant, September 2014—August 2016

- design, research, data visualization, and web application development (JavaScript, Backbone.js, D3.js, Ruby on Rails) for projects in digital scholarship and pedagogy
- teaching assistant for MIT course "Digital Humanities: Topics, Techniques and Technologies"

Small Design Firm — Cambridge, MA

Intern, July—August 2013; Associate Programmer + Designer, September 2013—August 2014

- design and software development (C++, Objective C) in prototyping a mobile application for large-scale, real-time display of medical data
- research and concept-phase design for installation projects in major civic institutions

KZSU Stanford — Stanford, CA

Production Director, September 2011—June 2012; Training Director, January 2012—June 2013

- oversaw production of live music events on campus and weekly in-studio performances
- led 10-week training class each quarter for community radio station volunteers

Avid — Burlington, MA

Software Engineering Intern, June 2010—August 2010

- development in core audio team for industry standard video editing software (C, C++)

Presentations and Publications

Making Software with Sound: Process and Politics in Interactive Musical Works.

Inertia:Momentum, April 2016, Los Angeles, CA.

Critical Making, Platform Politics and Open Source in the Study of Digital Artworks. Digital Humanities Forum, September 2015, Lawrence, KS.

Reactions to Analog Fetishism in Sound Recording Cultures. *The Velvet Light Trap* 74.1 (2014): 42-53. Print.

Locating Performance in Production and Interaction Design. CITASA Symposium, August 2014, Berkeley, CA.