

## Education

MFA Design, 2020  
University of California, Davis

BFA Digital Art & Design, 2017  
Towson University, 2017

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## Teaching

Lecturer 2020 - present  
Department of Design, University of California, Davis  
*Graphics and the Computer Fall 2020, Winter 2020, Spring 2020*  
*Interactive Media I, Fall 2020*  
*Coding for Designers, Summer 2020*

Teaching Assistant, 2018 - 2020  
Department of Design, University of California, Davis  
*Interactive Media I, Spring 2020, Winter 2019*  
*Interactive Media II, Winter 2020, Winter 2019*  
*Form and Color, Fall 2019*  
*Ideologies of Design, Spring 2019*  
*Letterforms and Typography, Fall 2018*

Teaching Assistant, 2017  
Gray Area Foundation for the Arts, Creative Code Immersive

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## Selected Projects

Manetti Shrem Museum // Mondavi Center for the Arts  
MFA Graduate Exhibition, 2020

*Codex Endogenous* reveals and visualizes the beauty and morphology of a "self" and its environment. A "codex" is a collection of pages stitched together and in cognitive neuroscience, the term "endogenous" describes phenomena that is spontaneously generated from an individual's internal state. The quantified self is described by Gary Wolf as "self-knowledge through numbers. My work aims to construct emergent and metaphorical ways to visualize the self by categorizing the data that I implicitly and explicitly emit unknowingly throughout the day and collect it for observation. Motivated by theory in self-psychology such as William James' theory of consciousness of the self and the study of coping, my work retells personal narratives by using artistic methods like redaction or blocking out undesired information from view and replacing it with spectral and ethereal imagery to question how a self renavigates and grows upward comparisons during self-reflection and memory formation. Codex Endogenous is a screen-based projection composed of daily data-driven drawings that represent the quantified self and environmental habituations that analogously take the form of keeping a daily journal.

## Exploratorium

### Field of View: Mapping New Media Technologies (StoryTelling), 2017

*Pitter Patter* is run by a network that tracks the number of people in a space and outputs a rain simulation accompanied by minimal to harsh thunder and lightning. After a whole lifetime of experiencing summer storms and adapting to daily clear skies, I felt as though there was a connection to the idea of rain amongst the bay area community. There are three large fabric panels that hung from the ceiling in the large film viewing area that served as a surface for projection mapping. On the fabric, minimalistic screen prints of native California plants lined the bottom. If there was a large amount of people in the space, loud thunder would calm the beautiful beacon of rainfall, reinforcing a sense of community. By the end of the night, it was discovered that people found solace from the rest of the museum's high cognitive load. People were found conversing quietly or just taking in the sounds quietly before venturing back out.

### Manetti Shrem Museum // Mondavi Center for the Arts WonderWander, 2018

*Theory of Mind Prism* is an iteration of *Pitter Patter's* software that also takes data from the people around a space but instead it emits a mirror image made up of grey squares in a grid. A prism of lines oscillating in a light color spectrum, reminiscent of the saturation of color seen emitting from prisms start to connect lines and entangling the viewer and their accompanying friends. Theory of mind is the psychological phenomena that lets living beings understand other's emotional states. Behavior in this space facilitated a sense of play and joy. Viewers were seen frolicking past the installation waiting for their lines to trail behind them and entangle with their friend.

## Exhibited Works

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| 2020        | "Codex Endogenous", interactive data visualization installation, MFA Graduate Exhibition, Manetti Shrem Museum and Mondavi Center for the performing Arts, Davis California                          |
| 2018 - 2019 | "Theory of Mind Prism", crowd sourcing, interactive large scale installation, <i>WanderWander</i> Group Exhibition Manetti Shrem Museum and Mondavi Center for the performing Arts, Davis California |
| 2017        | "Sense", interactive data visualization installation, Group Exhibition for Gray Area Foundation for the Arts   |
| 2017        | "Pitter Patter" large scale data visualization installation, "Field of Mind: Mapping New Media Technologies" Series at the Exploratorium.  |
| 2017        | "AuroraPrint", interactive data visualization installation, Group Exhibition for Gray Area Foundation for the Arts   |
| 2017        | "Meditations", BFA Storage Unit Solo Show, Towson University Center for the Arts, Towson, MD<br>"Rice Pockets", art direction and animation, short film, 48hour Film Festival, Towson University     |

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## Talks

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| 2020 | "Naturalistic Geometry to Visualize Quantified Self Data", International Symposium on Electronic Arts, Montreal, Canada |
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## Residencies

2017 - 2018    Kala Art Institute, New Media, Berkley, CA

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## Work Experience

Frontlines Associate

General Assembly, San Francisco 2017 - 2018

As a lieson between all moving parts amongst students, instructors, and staff, I supported students everyday questions and practical needs for effective learning. I spent my free time on the campus attending lectures, hacking events and collaborating with students on their web development projects.