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ALEX NORTON

*Interaction Designer &
Researcher*

CONTACT

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FOCUS

*Multidiscplinary designer with a
focus at the intersection of people
and technology, weaving lessons
from natural systems into creative
solutions, delightful interactions, and
computational models.*

EDUCATION

MASSACHUSETTS COLLEGE OF ART & DESIGN

*Bachelor of Fine Arts in Graphic Design
Departmental Honors*

MASSACHUSETTS INSTITUTE OF TECHNOLOGY

*Neuroscience, Architectural Computation,
Computer Science*

SELECT AWARDS & EXHIBITION

2016   White House Frontiers Conference
       Neo Game (launch) + MSTY VR Experience

2016   Istanbul Design Biennial
       Are we Human? Neurons + Museum

2016   Boston HUBWeek
       BrainVR

2016   Tribeca Film Festival
       BrainVR

2016   VR at MIT
       BrainVR

2016   Swissnapse, Neuron Renderings
       Weisman Art Museum

2016   Keynote Speaker
       Immersive Data Vis @Bocoup

2016   Keynote Speaker
       UT Brain Awareness Week

2015   Time Square Arts
       Brain Images Take Over

2014   TED 2014
       *From Neurons to Space: A Virtual
       Reality Experience*

2014   TEDxAmsterdam
       Game to Map the Brain

2014   NY Times | Front Page
       All Circuits Are Busy

2014   Koch Image Awards
       Winner: Ganglion Style

2014   National Science Foundation
       Winner: Best Visualizations of 2013

2014   Science Magazine
       Winner: Best Visualization of 2013

RECENT WORK EXPERIENCE

TRAVEL TEAM | GOOGLE, CAMBRIDGE
Interaction Designer + Prototyper, 2017–

Working within a multi–national team of designers, researchers, engineers, and content strategists to synthesize new design systems, and craft useful and intuitive tools that enhance Google travel products for a global userbase.

EYEWIRE, A GAME TO MAP THE BRAIN | MIT
Lead Interaction & Front-End Designer, 2015–

Responsible for leading design decisions and managing a team of designers + illustrators in service of a diverse community of online gamers and science enthusiasts. Created identity systems, UX + UI guidelines, and implemented production–quality code.

Worked with an interdisciplinary team of artists, scientists, and developers to transform complex theory into playful systems, delightful interface, and interactive story-telling.

BEANTOWNVR
Founder, Creative Director, 2016

Founded a Boston based virtual reality project positioned to explore the complexity of scientific and tech spaces through browser based interactive narrative and immersive data visualization experiences.

SEUNG LAB | MIT, MCGOVERN INSTITUTE
UROP + Designer, 2013–2014

Designer + Animator alongside a lab of computational neuroscientists. Established an identity system and assisted in preparing national publications, animations, and 3D figures from raw data.

INTERESTS	SOFTWARE	DEVELOPMENT
Algorithms	*Adobe Creative Suite*	*Javascript, Typescript,*
Augmented Reality	*Asana/Trello*	*Coffeescript, NodeJs,*
Backcountry Skiing	*Autodesk 3ds Max*	*HTML/CSS, jQuery,*
Exploring / People	*Dropbox Paper*	*Webgl, GLSL, Unity C#,*
Info Architecture	*FramerJs*	*Processing, Arduino,*
Machine Learning	*Google Suite*	*C++, C , Bash/Shell,*
Neuroscience	*Keynote*	*Maxscript/Python*
Photography	*Meshlab*	
Prototyping	*Rhinoceros*	*Angular(1,2)/Vue.js,*
Responsive Design	*Sketch*	*Git/Markdown,*
Typography	*Slack*	*Stylus, SASS, Pug, Gulp,*
Ultimate Frisbee	*Sublime/Vim*	*D3, p5js, threeJs,*
Urban Design	*Unity3D*	*Openframeworks,*
Virtual Reality		*OpenCV, Toxiclibs,*
		Box2d, Matterjs