

EDUCATION

- 2015-2017 Experiential Art & Design, Bachelors of Arts, Carnegie Mellon University**
Self-defined from the start, my major is the culmination of rigorously interdisciplinary studies pursuing the expertise to develop interactive tools, systems and experiences across virtual and tangible media.
+ Capstone Project: *Sketches of Self: On the Potential of Introspective Algorithms*.
+ University Honors, 4.0 GPA
- 2013-2014 Psychology of Design (intended major), Brown University**
Attended for one year, before leaving to develop a better context for my education.
- 2014 Rhode Island School of Design**
Select coursework in Industrial Design

EXPERTISE

Software Development, Algorithm Design

C, C#, C++ (OpenFrameworks), Python, Javascript, Java, and ML toolkits (Tensorflow, Caffe)

Human-Computer Interaction, Human-Robot Interaction, UX/UI Design

Designing interactions across physical/digital systems; Systems as ecologies.

Tools: physical computing (Arduino, RPi), Adobe Creative Suite, Unity

Computer-Aided Design (CAD) and Computer-Aided Manufacturing (CAM)

Modeling: Rhino + Grasshopper, Fusion360; *Rendering:* Houdini, Cinema 4D;

Processes: CNC fabrication, additive manufacturing, personal fabrication

Perceptual Psychology, Computational Perception

Modeling cognitive processes and visual phenomena with biologically-inspired algorithms

PROFESSIONAL

- 2018 Innovator in Residence, Autodesk**
As one of nine individuals selected to use Autodesk's Pier 9, San Francisco manufacturing facilities, I worked on numerous forward-thinking projects, including fabricating sculptures dreamt by machines and revealing the mechanical signatures of CNC routers.
- 2017 Designer + Developer, Troika**
I made custom software for Troika, a London-based artist studio, including desktop applications for motion capture and algorithms for 3D model slicing and particle simulations.
- 2016 Developer, ATONATON**
I programmed the vision system and emotional decision making capabilities of an interactive industrial robot at Autodesk's Boston BUILD Space. The robot, named Mimus, premiered at the London Design Museum's opening exhibition.
- 2016 Interaction Design Intern, IDEO Cambridge**
I helped reimagine the future of an industry for a world-leading manufacturer by conducting design research, conceiving experiences, and fabricating physical and digital prototypes.
- 2015 Junior Creative Technologist, 72andSunny**
I conceptualized and designed brand campaigns for Google while working at a Los Angeles-based advertising agency. Projects I worked on include Made with Code, Camp Google, and *Awaken the Force Within* Google + Star Wars partnership.
- 2014 Creative Technologist, 72U**
In a creative residency within 72andSunny, I collaborated with seven others on topical technology-driven projects, including a Musical Poster and a documentary on death and grieving in the digital age.