

Melvin Ian Askie

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Education

New York University

Bachelors of Arts in Psychology, Minor in Web Programming and Applications,
Minor in Integrated Design and Media

New York, NY

Aug. 2021 - May 2025

Masters of Professional Studies in Interactive Telecommunications Program

Aug. 2025 - May 2027

Job Experience

Resident Assistant

Aug. 2023 - Present

New York University Residential Life and Housing Services

- Created immersive, community-building experiences such as 3D modeling workshops, interactive art museum tours, and blending student engagement with creative technology.
- Designed and distributed themed digital and print communications using Photoshop, Illustrator, and Canva to support community connection and programming.
- Developed accessible and engaging programming tailored to diverse first-year audiences, producing highly attended events and receiving accolades in community building.

Technical Lead

Jan. 2025 - Present

New York University Courant Institute of Mathematical Sciences

- Collaborated closely with master's students and faculty, translating research insights into physical prototypes and digital installations.
- Led accessibility-focused innovation for interactive museum experience using NFC/RFID technology, 3D modeling (Fusion 360, Autodesk Maya), and fabrication tools (Ultimaker, Illustrator, Epilog Laser).
- Designed and tested tactile interfaces with raised lettering and braille for users with low vision needs, leveraging continuous user testing and feedback to ensure clarity and comfort.
- Engineered automated NFC systems compatible with iOS accessibility tools, combining physical computing and inclusive UX principles.

Extracurricular

Student Senators Council Vice-Chair

May 2024 - Present

New York University Student Government Assembly

- Spearheaded university-wide student inclusion initiatives in collaboration with the Office of Global Inclusion and the Center for Multicultural Education, including NYU's Martin Luther King Week planning committee.
- Oversaw policy communication and coordination across 40+ student leaders, facilitating real-time knowledge transfer between the university administration and the student body.
- Designed and led engaging meetings and workshops using Google Slides, PowerPoint, and FigJam, supporting cross-functional team development, advocacy training, and inclusive ideation practices.

Vertically Integrated Projects - Creative Accessibility in Design

Jan. 2025 - Present

New York University Tandon School of Engineering

- Conducted qualitative user research on exhibition accessibility and spatial interaction, focusing on inclusive UX for blind and low-vision users.
- Investigate integration practices of tactile materials and spatial language into academic showcases, focusing on inclusive design methodologies and public space navigation.
- Synthesized findings to inform future iterations of accessible public exhibition standards across university events.

Technical Skills

Coding Languages: HTML, CSS, Python, PHP, JavaScript (p5.js, jQuery, Vue.js), SQL, R

Design Tools: Adobe Creative Suite, Figma, Canva

3d Modeling and Fabrication: Rhino, Maya, Fusion 360, ZBrush, Ultimaker Cura, Epilog Laser

Additional Applications: Pro Tools, Audacity, Canva, Microsoft Office, Google Workspace