

ILTIMAS DOHA

A recent Design+Technology graduate at Parsons the New School for Design and Cornell-Tech, and former EYEBEAM resident. Interests include synths, subversive technology, and teaching.

EXPERIENCE

DESIGN TECHNOLOGY INTERN – Gallagher & Associates

MAY '18 – AUGUST '18 | JANUARY '19

Assisted in programming interactives for clients including the International Spy Museum, Sazerac, and the National Museum for African American Music. Responsibilities included building tools for designers and content developers to easily plug into prototyping tools, building tools that allowed fellow developers to take prototypes into production code, working in a team to contribute prototype and production code as well as QA, UX design, and UI implementation. Additionally, I was tasked with installation and development of projection mapping interactives.

CO-FOUNDER/HEAD OF DESIGN – Dispatch

AUGUST '17 – MAY '18

Co-founded with Cornell-Tech classmates, Dispatch is an app that connects hate-speech experts with concerned Twitter users; the Quora for hate content. I helped guide the team through design exercises to realize the concept for the final products and features. Advisors included former Twitter CTO, Facebook designers, and Google product managers.

PROTOTYPING CONSULTANT – NYC Department of Education

JUNE '16 – AUGUST '16 | JUNE '17 – AUGUST '17

I was brought on to the DOE as a graphic and UX designer for the CS4All Blueprint, a series of tools that address the needs of school leaders and teachers tasked with bringing computer science to 1,800 schools. I worked in small groups of teachers and CS4All staff to quickly mock-up possible presentations of Blueprint content while maintaining interactive-web user experience and print design best practices. In addition, I designed informational documents that communicated our progress to DOE officials, including Chancellor Carmen Fariña.

RESIDENT – EYEBEAM

AUGUST '14 – AUGUST '15 | FEBRUARY '14 – MAY '14

As the Student Resident at EYEBEAM I assisted teaching Physical Computing (Arduino/Flora), Game Design, Programming, and Fashion to high school students. The program was featured in blogs of Make:, New York Hall of Science, and Adafruit. Prompted by personal experiences, I returned to EYEBEAM as the Student Resident to develop, the Hoodie, a wearable garment for youth that discreetly records their encounters with law enforcement.

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EDUCATION

PARSONS THE NEW SCHOOL
FOR DESIGN – Design and
Technology BFA
AUGUST '14 – MAY '19

CORNELL-TECH – Product and
Startup Studio
AUGUST '17 – MAY '18

ACCOLADES

COMMENCEMENT SPEAKER
Design and Technology
Graduation
2019

DEAN'S LIST – Parsons the New
School for Design
SPRING 2016, FALL 2016

PANELIST – EYEBEAM Adorn and
Subvert: A Discussion on
Wearable Resistance
SUMMER 2015

KEYNOTE SPEAKER – EMOTICON
SUMMER 2015

SKILLS

VR, AR, Unity, HTML5/CSS/JS,
React, C++, C#, JavaScript,
Python, Physical computing,
laser cutting, 3D printing, CNC
milling, wood and metal
working, Premiere Pro,
Illustrator, Photoshop,
and InDesign

