

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

JR. CREATIVE TECHNOLOGIST – Museum of Ice Cream

OCTOBER '19 -

Concepted interactive installation, presented to CEO, programmed full stack and managed fabrication team, currently installed at flagship site enjoyed by thousands of guests per day. Internally consulted on all interactives for current sites in SF and NYC, as well as planned sites. As lead frontend developer began implementation of internal component library using TypeScript/React with Webpack. Additionally maintained CI/CD on Azure Devops and Github Actions to deploy web apps and internal npm packages. Also directed external frontend teams for production of web products and coordinated with external design teams in UX, as well as handling design to dev handoff.

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.

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

