ILTIMAS DOHA

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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

FOUNDING PARTNER / CREATIVE ENGINEER — BGSL
MARCH '20 - CURRENT

BGSL is a design and technology firm, specializing in branding and web design. As the lead full-stack developer and systems architect developed an internal web stack to develop a highly bespoke and creative site for clients. Projects often are built on Svelte / Sapper on top of a serverless framework, but projects touch a span of technologies including Gatsby/React, GraphQL, CMSs, and Machine Learning. In addition to providing development, one of our core values is communication with clients to demystify the design and development process. Clients include Warp Records, Disney, Elara Pictures, and the Shawn Mendes Foundation

JR. CREATIVE TECHNOLOGIST — Museum of Ice Cream
OCTOBER '19 - CURRENT

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.

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

AAM MUSE ONSITE DIGITAL EXPERIENCE BRONZE AWARD 2020

2 TIME WINNER OF MUSE CREATIVE EXPERIENTIAL & IMMERSIVE PLATINUM AWARD 2020

COMMUNICATING THE ARTS GRANDS PRIX AWARD 2019

COMMENCMENT SPEAKER Design and Technnology 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 2015

KEYNOTE SPEAKER — EMOTICON
SUMMER 2015

SKILLS

Svelte/Sapper, React, HTML5, Sass, Typescript, Rollup, Webpack, Serverless, Redis, C++, C#, Java, Python, VR, AR, Unity, Physical computing, laser cutting, 3D printing, CNC milling, Adobe CC