

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.

INTERACTIVE TECHNOLOGIST – Zero Studios

AUGUST '21 - CURRENT

Implemented front-end ecomm experiences for multiple clients using a variety of technologies such as **Svelte**, **Gatsby**, and **Shopify**. Scoped and introduced technologies such as Svelte, as well methodologies like code review. Developed tooling around 3D pipeline and **published to NPM**. Conducted bespoke interaction R&D including Lottie-based animations, three.js, and other canvas based interactions. **Coordinated with internal design teams** around UX limitations and capabilities. Managed content modeling and CMS architecture in platforms like Contentful and Prismic.

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 - MARCH '20

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** implemented 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.

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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

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

COMMENCEMENT 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