

education

Parsons School
of Design
2014 - 2016

Candidate for MFA in Design and Technology

MFA DT Student Council Co-Chair (2014-2015)

MFA DT Bootcamp Design Chair (2015)

Conceived and prototyped projects including:

d.bot - a chatbot that mimics conversing with an unenlightened male - built using HTML/CSS, JavaScript, node.js, and socket.io

Room 1206 - a game about the stories that emerge from the remnants of hotel guests - built in Unity 5

RentersRATE - an app concept that crowdsources tenant feedback for safer/healthier living

Where's the Party At? - an immersive party experience that emphasizes the journey as much as the destination

Post from the Past - a multi-sensory, mystery box subscription series that makes history come alive

LAMA - a concept for a dynamic and immersive store navigation system and app

Demoed at NYC Media Lab Summit (2015)
Covered by Mashable, The Guardian,
Refinery29, Yahoo UK, and MTV (2015)

Demoed at NYC Arcade (2016)

New Challenge Finalist (2015)

Red Bull Radical Design Jam Winner
(2014-2015)

A+E History Channel Design Jam Winner
NYC Media Lab Combine Selectee (2016)
New Challenge Winner (2016)

Presented for leadership of Publicis
Groupe agencies (2014-2015)

Stanford University
2004 - 2008

*BA in International Relations, minor in Studio Art
Honors in the Interdisciplinary Humanities*

skills

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Visual & motion design (Adobe Illustrator, Photoshop, InDesign, After Effects)

UX/UI design (Sketch, Invision, wireframing, user scenarios and personas)

Web development (HTML/CSS, JavaScript/JQuery, node.js, socket.io)

Prototyping & creative coding (Processing, Arduino, openFrameworks)

Game & VR development (Unity 5/C# & Oculus Rift)

Basic film/sound editing and production (Adobe Premier, Audacity)

3D modeling (Maya, Rhino)

Fabrication (3D printing, laser cutting, plastic welding)

Microsoft Office Suite (Word, PowerPoint, Excel)

experience

NYC Mayor's Office
Design Intern
6/15 - 10/15

In the NYC Mayor's Office of Operations, I worked as a designer and data visualization specialist for data coming out of the HHS Accelerator program. By conducting and synthesizing user interviews and creating data visualizations, I helped the program better understand their constituents' needs and the ways that the data can be understood and communicated both internally and externally.

Americans for the Arts
Animating Democracy
Program Coordinator
9/09 - 6/14

Within the nation's leading arts advocacy organization, I managed a program that strengthens civic engagement and social change through the arts. Core competencies from this position include shaping communication strategy and implementation, building strategic partnerships, presenting and facilitating webinars, conference sessions, and workshops, and managing project budgets.

Teaching Fellow, Parsons School of
Design (2015)

Government & Community Relations Intern for Stanford
University Office of Public Affairs (2008 - 2009)

Other

Research Assistant, Publicis "Retail
Experience of the Future" NYC Media
Lab Corporate Challenge (2014)

Outreach Intern for HopeLab, a nonprofit working to
design and test solutions for health problems (2006)

writing

Honors Thesis *Embodying and Inspiring Change: The Common Threads of Art, Quilting, and Memorialization in the AIDS Memorial Quilt* (2008)

Published Work "Why Creativity is Important: Advocacy and Activism in the Now" Preface for *Advocating Creatively*, a publication from the Columbia School of Social Work (2015)