

LISHA PAYNE

bigt00fgrin@gmail.com

lishap.github.io/portfolio

*Versatile designer and fabricator.
Experience in digital & emerging technologies.
Known for being a quick learner, jack of all
trades and eager to contribute
a broad skill set.*

TRAINING & EDUCATION

Interactive Media Arts B.F.A
New York University's Tisch School Of The Arts
3.8 /4.0, cum laude with honors

The Rabbit 2023, Game Dev Residency Medienboard
Berlin-Brandenburg, Germany

SHOWS

PIXELMOUTH Cult of Consumption 2025
A MAZE. Berlin Games and Playful Media Festival 2024
BAMkids Film Festival 2019

HARD SKILLS

Proficient with Adobe Creative Suite, Figma and Git.
Experience with HTML/CSS/JS, WordPress, Node and React.
Comfortable with hand, power and machine fabrication tools.

WORK EXPERIENCE

SHIPPING & FULFILLMENT ASSOCIATE

Calyx Institute
digital privacy non-profit
March 2025 → current in Brooklyn, NY

- Fulfillment of membership benefits and shipments.
- Customer service ticket handling.

PROJECT DESIGNER

Beam Center
arts education non-profit
June 2023 → June 2024 in Brooklyn, NY

- Developed STEAM curriculum for students.
- Taught fabrication skills in 12-week classrooms sessions.
- Managed material and equipment inventory across 8 schools.

PRODUCTION & EDIT ASSISTANT

Wheelhouse Creative
production company
August 2017 → August 2022 New York, NY

- Logged dailies, licensing third-party and score materials.
- Assisted production for both on-location and studio.
- Edited sequences using Adobe Premiere.