

LISHA PAYNE

bigt00fgrin@gmail.com

lishap.github.io/portfolio



Versatile designer and fabricator with experience in digital and emerging technologies, Eager to contribute a broad skill set. Known for being a quick learner and a jack of all trades.

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 Development Residency Medienboard
Berlin-Brandenburg, Germany

HARD SKILLS

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

SHOWS

A MAZE. Berlin Games and Playful Media Festival 2024
BAMkids' Film Festival 2019

WORK EXPERIENCE

PROJECT DESIGNER

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

- Developed STEAM curriculum for students.
- Taught fabrication skills in the classrooms.
- Managed materials and equipment for 250 students across 8 schools.

PRODUCTION & EDIT ASSISTANT

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

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

FLOOR STAFF

Interactive Telecommunications Program NYU equipment service
September 2018 → May 2022 in Brooklyn, NY

- Loaned audiovisual equipment to students & faculty, over 50x per day.
- Managed equipment in 15+ equipment cages and classrooms.
- Provided technical support for faculty and students.

PRODUCT INTERN

Lex App mobile application startup
October 2018 → August 2021 in New York, NY

- Assisted with UI design for mobile application.
- Front-end web design and copy writing for website.
- Managed a bug logging and reporting system, 25x per day.