

# WPI - Writing Assignment

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In this assignment, you are going to write the **content** of the about page. You can use **TYPORA** or **MS WORD** to write the content. This will make it easy for us to copy and paste the content in to our code.

You should also print and submit the hard copy

Write no more than a page about you

- Who you are
- What you do now
- What you did before
- Etc

Here is an example about page by [Maggie Appleton](#)

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## A Little Context

I sit at the intersection of design, anthropology, and programming. These three are at the core of everything I make. Combining them into a coherent career is a weird and ongoing challenge.

Titles and disciplines are fickle and fleeting. But my work fits under the umbrellas of UX design, interface design, HCI, DX (developer experience), and interaction design. With some cultural analysis, writing, and visual illustration sprinkled on top.

I currently lead design at [HASH](#) where we're developing open-source, interoperable systems to improve the way we structure knowledge on the web.

I'm not currently available for any contract work, side projects, or full-time roles.

Before HASH I spent five years at the developer education company [egghead](#). First as the art director and lead illustrator where I spent my time figuring out how to visualise invisible programming concepts through metaphors and cultural symbols. Then as the UX designer exploring pragmatic ways to improve the interface for learners.

On the side I create [illustrated essays](#) and visual explanations about programming and culture. I'm an advocate of [digital gardening](#), [end-user programming](#), and expanding our use of [embodied cognition](#) and [conceptual metaphors](#) in digital interfaces.

# A Little History

I'm originally from London but grew up in international schools in Hong Kong, Vietnam, Thailand, and Singapore.

I earned my undergraduate degree in cultural anthropology at a small, hippie, liberal arts college in the United States. While I adore anthropology, it's not terribly employable (unless you want to be an academic or a military advisor) and I promptly switched into freelance design and illustration to pay rent. I started developing my visual design skills at age 14 when I first bootlegged a copy of Photoshop to make my own icon sets, but never realised you could get paid for that.

In my early twenties I country-hopped while working through the early, ugly, awkward phase of my design sensibilities. I worked with web developers in Vietnam, trained with feature film illustrators in Los Angeles, and learned typography and brand design at creative agencies in Prague. I made a lot of hideous stuff, but figured out what I liked along the way.

I eventually returned to London to become a more settled, "normal" adult, and have come to love the dull stability of home.

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DUE: 24th March, 2022 @ 9:30 AM in class - Late assignments will not accepted.