

# Paul Hiam

| **Developer** | **Designer** |

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## Experience

### **Web Developer & UX Designer - Contract**

2016 - 2017 | Sherle Wagner

Design and execution of luxury brand website, Full-Stack Web Development, Deployment, Project Management.

### **Digital Designer & Producer**

2013 - 2017 | 5th Floor Films

Web and interactive lead for Documentary Film including successful crowdfunding and international consumer campaign with Green America.

### **VR Research and Prototyping**

2015.9 - 2016.01 | VR Lab NY (Samsung)

Researched interactive storytelling in VR and co-developed a VR short for a show at Samsung's SoHo studio.

### **Web Development Bootcamp**

2014.4 - 2014.8 | General Assembly

Completed Projects Using Ruby on Rails, Node.js, Javascript, Front-end Frameworks.

### **Designer - Graphic & Web**

2013 - 2014 | Freelance

Completed a range of projects, mainly for NGO's and Social Businesses. Focus on websites and branding.

### **Marketing+ Communications Designer**

2012 - 2013 | 3Sisters Sustainable Investment

Designed Marketing and Communications Materials, Websites and Logos as rebranding. Created pitch decks.

### **Researcher**

2010- 2012 | New Standards Consulting

Compiled reports on Chinese factory and farming audits.

## Honors

2014 | Department **Fellowship**, Tisch School of the Arts, NYU

2014 | Graduate **Scholarship**, Tisch School of the Arts, NYU

2010 | Princeton in Asia **Fellowship**, PIA - piaweb.princeton.edu

## Education

### **New York University (NYU)**

2014 - 2016

**Masters** of Professional Studies

Interactive Telecommunications Program (ITP), Tisch School of the Arts

### **Wesleyan University**

2005 - 2009

**Bachelors Degree** | East Asian Studies

Courses in Digital Media, Design, Art

### **Interdisciplinary Courses at NYU**

2014 - 2016

Graduate Film Dept. - Film Directing in VR  
NYU Ability Lab - Developing Assistive Tech  
Tech for Development - Frugal Innovation

## Skills

### **Programming**

JavaScript, HTML5 / CSS3, Ruby/Rails, Python  
Node.js, Processing, Unity/C#, Arduino, Test-Driven Development, API's

### **Design**

AdobeCS: Ai/Ps/Id/Pr/Ae, UX design, 3d design, Product design, Rapid Prototyping.

### **Fabrication**

3D printing, Laser Cutting, CNC, Woodshop, Electronic circuit design

## Exhibitions

2016.06 | ITP Thesis Show, 2016  
"FireJar - Locative Media"

2015.06 | NYC Arcade 2015,  
"arcade+Space..Woah"

2015.05 | ITP NYU Spring Show,  
"Voice-Pong" & "Space Race"

2014.12 | ITP NYU Winter Show,  
"Digital Graffiti"