

# Rachel Lim

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## Education **New York University** Tisch School of the Arts

M.P.S from Interactive Telecommunications Program

*Class of 2020*

## **New York University** College of Arts and Science

B.A in Art History, Minor in Web Programming and Applications

*Class of 2018*

## Experience **NYU Gallatin** Digital Accessibility Assistant

Audited and remediated faculty websites for accessibility in line with WCAG 2.0 standards

Generated instructional guides for creating accessible digital assets with InDesign

Workshopped with students and faculty on accessibility standards relevant to their work

*September 2018 - Present*

## **Solomon R. Guggenheim Museum** Interactive Intern

Analyzed with Google Analytics most effective app functions and drafted data reports

Planned optimal beacon placement according to artwork, exhibition design, and architecture

Performed quality assurance testing and textual edits for app before launching each update

*September 2017 - December 2017*

## **NYU Game Center** Game Librarian

Prepared light signage and experimented with various layouts for the space interior

Monitored players during open hours and maintained inventory of controllers and consoles

*September 2017 - May 2018*

## **NEW INC** Administrative and Operations Intern

Designed easily readable maps for visitors at events and edited photos for publication

Assisted with website maintenance and contributed article to NEW INC Stream

Expedited operations for Winter Showcase, Versions 2017, Hackathon and 2017 Open Call

*January 2017 - August 2017*

## Publication **NEW INC** "Exonemo: The Border is Blurred Between Media and Contemporary Art"

Interviewed artists exonemo about the digital world and reality in their artwork

## **INK AND IMAGE, NYU** "Video Games in the 2004 and 2014 Whitney Biennial"

Published in 9th issue of Student Run Research Journal for the NYU Art History Department

## Extra **NYU Kendo Club** Captain

Managed weekly practices and tournament preparation for three time national winning club

*September 2017 - May 2018*

## Skills

### Coursework

Physical Computing  
Computational Media  
Web Design  
Database Design

### Technical

Adobe Creative Suite  
HTML & CSS  
Javascript  
Python  
Unity  
Sketch  
Arduino