

Rachel Lim

(973)-590-1608 raclim@nyu.edu

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** **Technical**

Physical Computing
Computational Media
Web Design
Database Design

Adobe Creative Suite
HTML & CSS
Javascript
Python
Unity
Sketch
Arduino