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

2019 Google Summer of Code w/Processing Student
Creating a search bar and collections function for the p5 web editor with React/Redux
May 2019 - Present

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

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   Unity
HTML & CSS   Sketch
Javascript   Arduino
Python