

Raphael Arar

Email
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Portfolio
<http://work.rarar.com>

Profile

Award-winning designer, researcher and artist with a passion for collaboratively bending, twisting and pushing the capabilities of technology through user-centered design and creative experimentation

Experience

Senior Design Manager; Khan Academy; Mountain View, CA (Remote)– 2019–Present

Serving as manager and principal designer of the learning platform team focusing on the future of student experiences both in and out of classrooms; leading prototyping practices and design processes that include both immediate product needs as well as future-facing discursive design

UI/UX Mentor; Springboard; San Francisco, CA (Remote) – 2019–Present

Mentoring aspiring User Experience Designers in the full gamut of the design process as part of Springboard's online, self-paced UI/UX Design Career Track. Coaching duties include guiding user interface design (interaction and visual), user research, stakeholder management and other relevant design tasks.

Principal Designer; Khan Academy; Mountain View, CA – 2018–2019

Leading the end-to-end design effort of Khan Academy's first product, an enterprise platform for districts to augment K–12 teachers in their efforts to approach highly personalized pedagogical practices in the classroom; spearheading the formalization of design processes and speculative design practices

Adjunct Faculty; San Jose State University; San Jose, CA – 2016–2019

Lecturer and MFA/BFA thesis advisor for SJSU's Digital Media Art program; teaching courses and workshops in critical theory, speculative design and art & technology

Designer & Researcher; IBM Research; San Jose, CA – 2016–2018

Pioneering design-driven processes and leading UI/UX, data visualization and tangible user interface design for R&D projects covering emerging technologies; research interests aligned to artificial intelligence-driven design (including ethics), speculative design and arts-based research

Adjunct Faculty; University of Southern California; Los Angeles, CA – 2014–2016

Lecturer in USC's Media Art + Practice Division and taught first-of-a-kind, self-authored course on bridging user experience fundamentals with critical theory

User Experience Design Lead; IBM; Cupertino, CA – 2014–2016

Created an accelerated design thinking methodology to scale the design and production of over 100 enterprise iOS/watchOS applications as part of the Apple+IBM partnership; facilitated design workshops with Fortune 100 clients; led and oversaw the UI/UX effort of teams globally

Lead Creative Designer; Kadenze; Santa Clarita, CA – 2013–2014

Crafted the identity and design language, managed a team of designers and instilled design processes for an arts-based EdTech startup

Designer (Freelance); Google, Inc. (Agency Team); Venice, CA – 2012–2013

Designed and implemented an internal data-driven web app to manage creative assets

Design Technologist (Freelance); Smithsonian Institute; Boston, MA – 2012–2013

Designed and built the web-based exhibits *Stories From Main Street* and *Stories of World Heritage*

Senior Creative Technologist; Hill Holliday; Boston, MA – 2011–2012

Led creative development of immersive ad campaigns for Dunkin' Donuts, Liberty Mutual and more

Interaction Designer; IBM iX; Cambridge, MA – 2009–2011

Founding member of Accelerated Visioning group—the first rapid prototyping service design group in the consulting division of IBM; led interaction design for award-winning B2B and B2C engagements

Interactive Designer & Developer; Modernista!; Boston, MA – 2009

Collaboratively devised bleeding-edge digital ad campaigns involving motion graphics and gaming

Interactive Designer & Developer; Paid Inc; Boston, MA – 2007–2008

Spearheaded data-driven web experiences for artists including Aerosmith, Run-DMC and others

Education	California Institute of the Arts; Valencia, California – MFA in Integrated Media, 2014 Boston University; Boston, Massachusetts – BA in Music, BA in Economics, 2009
Recognition	
2018	TED Talk of the Day (April 2, 2018) TED.com Elected Member, Board of Directors Leonardo/ISAST (International Society for the Arts, Sciences and Technology), MIT Press
2017	Forbes 30 Under 30 Awardee, Enterprise Technology IBM Academy of Technology, A-Level Accomplishment IBM Travel Manager
2016	C3 (Creative Community Committee), Elected Member, Santa Cruz Museum of Art & History IBM First Patent Filing Award Cognitive UX
2015	C3 (Creative Community Committee), Elected Member, Santa Cruz Museum of Art & History
2013	MITX Visionary Award OPENPediatrics Webby Award Liberty Mutual Responsibility Project National Science Foundation Grant Researcher (California Institute of the Arts) Physical Computing
2012	National Science Foundation Grant Researcher (California Institute of the Arts) Computer Science

Communication Arts Webpick of the Day
John F. Kennedy Presidential Library & Museum

Dope Awards, 1st Place Web Winner
John F. Kennedy Presidential Library & Museum

2010 IBM Service Excellence Award

2009 Webby Award Nominee
Modernista!

Patents Providing force input to an application
US20180239481A1

Context aware user interface
US20180113586A1

Stabilizing consumer energy demand (pending)
US20180323643A1

Cognitive visual and ontological mapping of tabular data based on a distribution of a measure of interest (pending)
US20200192928A1

Cognitive role-based policy assignment and user interface modification for mobile electronic devices (pending)
US20200059096A1

Suggesting a destination folder for a file to be saved (pending)
US20200174967A1

Method and system for correcting speech-to-text auto-transcription using local context of talk (pending)
US20200160866A1

Method and system for displaying automated agent comprehension (pending)
US20200134021A1

Dynamic modification of placeholder text in conversational interfaces (pending)
US20200134017A1

Speech-to-text transcription with multiple languages (pending)
US20200098370A1

Managing consumer energy demand (pending)
US20200006943A1

Books

- 2019 Conversational UX Design: A Practitioner's Guide
Robert J. Moore, Raphael Arar. ACM Press. 2019.
- 2018 Studies in Conversational UX Design
Robert J. Moore, Margaret H. Szymanski, Raphael Arar and Guang-Jie Ren. Springer
International Publishing. 2018.

Publications

- 2020 Food Carbon Footprint Index (FCFI)
Raphael Arar, Olivia Arar. 2020. Food Carbon Footprint Index (FCFI).
In Proceedings of the 16th Participatory Design Conference (PDC). ACM, New York, NY, USA.
- 2019 Co-designing AI Futures: Integrating AI Ethics, Social Computing, and Design
Daria Loi, Christine T Wolf, Jeanette L Blomberg, Raphael Arar, Margot Brereton. 2019.
Co-designing AI Futures: Integrating AI Ethics, Social Computing, and Design. In Proceedings
of the 2019 on Designing Interactive Systems Conference 2019. ACM, New York, NY, USA.
DOI: <https://doi.org/10.1145/3301019.3320000>
- 2018 PD Manifesto for AI Futures
Daria Loi, Thomas Lodato, Christine T. Wolf, Raphael Arar, Jeanette Blomberg. 2018.
PD Manifesto for AI Futures. In Proceedings of the 15th Participatory Design Conference

(PDC). ACM, New York, NY, USA. DOI: <https://doi.org/10.1145/3210604.3210614>

Nostalgia: a human-machine transliteration

Raphael Arar. 2018. Nostalgia: a human-machine transliteration. In Proceedings of the 2018 IEE VisArts Conference. IEEE, New York, NY, USA.

Applying User-Centered Design to Business Modeling: CBM.next as a Case Study

Raphael Arar, Guang-Jie Ren, Shun Jiang, Valeria Becker, Lei Huang, Eric Young Liu. 2018. Applying User-Centered Design to Business Modeling: CBM.next as a Case Study. In Proceedings of the 2018 IEEE 20th Conference on Business Informatics (CBI). IEEE, New York, NY, USA. DOI: <https://doi.org/10.1109/CBI.2018.10065>

Using Energy Storage to Modify the Shape of Internally Generated Demand to Fit a Prescribed Shape for Externally Presented Demand

Ray Strong, Shubhi Asthana, Eric Butler, Kevin Roche, Raphael Arar, Cheryl Kieliszewski, Pawan Chowdhary, Sandeep Gopisetty. 2018. Using Energy Storage to Modify the Shape of Internally Generated Demand to Fit a Prescribed Shape for Externally Presented Demand. In Proceedings of the 2018 IEEE International Conference on Services Computing (SCC). IEEE, New York, NY, USA. DOI: <https://doi.org/10.1109/SCC.2018.00046>

2017

Wayfinding

Raphael Arar. 2017. Wayfinding. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '17). ACM, New York, NY, USA 1378-1381. DOI: <https://doi.org/10.1145/3027063.3052543>

Early Future Technology: Using Artificial Intelligence to Manage Design-Driven Intellectual Property

Raphael Arar, Ray Strong. 2017. Early Future Technology: Using Artificial Intelligence to Manage Design-Driven Intellectual Property. In Proceedings of the Portland International Conference on Management of Engineering and Technology (PICMET). IEEE, New York, NY, USA. DOI: <https://doi.org/10.23919/PICMET.2017.8125332>

Artificial Intelligence: Ethics, Innovation and Integration with Enterprise Practices

Raphael Arar, Jeanette Blomberg. 2017. Artificial Intelligence: Ethics, Innovation and Integration with Enterprise Practices. IBM Internal White Paper. San Jose, CA.

Conversational UX Design

Robert J. Moore, Raphael Arar, Guang-Jie Ren, and Margaret H. Szymanski. 2017.

Conversational UX Design. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '17). ACM, New York, NY, USA, 492-497.

DOI: <https://doi.org/10.1145/3027063.3027077>

2016

Emerging User Experience Design for Industry Solutions

Raphael Arar. 2016. Emerging User Experience Design for Industry Solutions. IBM Internal White Paper. San Jose, CA.

2014

(+/-) Pendulum: Location in the Information Age

Raphael Arar. 2014. (+/-) Pendulum: Location in the Information Age . In Proceedings of the of the 20th International Symposium on Electronic Art (ISEA 2014). Dubai, UAE.

Participatory Data-driven Art Objects: Vessels for Kinetic Information

Raphael Arar. 2014. Participatory Data-driven Art Objects: Vessels for Kinetic Information. In Proceedings of the Conference on Computation, Communication, Aesthetics and X (xCoAx 2014). Porto, Portugal.

Anatomical Analogies: the Evolution of Harmony and Noise in relation to the Self and Society

Raphael Arar. 2014. Anatomical Analogies: the Evolution of Harmony and Noise in relation to the Self and Society. California Institute of the Arts Master of Fine Arts Thesis. Valencia, California.

2013

A History of Sequencers: Interfaces for Organizing Pattern-Based Music

Raphael Arar, Ajay Kapur. 2013. A History of Sequencers: Interfaces for Organizing Pattern-Based Music. In Proceedings of the the Stockholm Music Acoustics Conference and Sound and Music Computing Conference (SMAC/SMC-13). Stockholm, Sweden.

Invited Talks

2020

Deconstructing the attention economy through art

Invited remote talk at the University of Nevada - Reno (UNR). Reno, NV. April 10, 2020.

An aesthetic approach to untangling systems

Invited talk at Rochester Institute of Technology (RIT). Rochester, NY. February 25, 2020.

- 2019
- Designing for the classroom & beyond
Invited talk for SF Design Week. San Francisco, CA. June 27, 2019.
- 5 things designers can learn from teachers
Invited talk for Layers: a Conference about Design & Technology. San Jose, CA. June 5, 2019.
- An aesthetic lens to machine intelligence
Keynote speaker for the Oscar Pomilio Forum. Pescara, Italy. March 7, 2019.
- 2018
- Interactions
Keynote speaker for a Marketing Town Hall to IBM's Chief Marketing Officer. San Francisco, CA. August 13, 2018.
- The sight reminds me of our stupid fights. I miss them so much! Nostalgia and other things AI can't replace
Leonardo/ISAST Panel Discussion for CODAME ART+TECH Festival at The Midway. San Francisco, CA. June 6, 2018.
- 2017
- Why Artificial Intelligence Research Needs Art
Invited talk for TED@IBM at SF Jazz Center. San Francisco, CA. December 6, 2017.
- Exploring the Human-Machine Feedback Loop Through Art
Invited talk for Leonardo Art Science Evening Rendezvous (LASER) at San Jose State University. San Jose, CA. November 9, 2017.
- The Evolution of the Moving Image: Exploring the Role of Film Schools in the Age of Extended Reality and Immersive Media
Panel discussion with Eric Darnell (Pixar) and Karen Dufilho (Google) moderated by Leighton Pierce (CalArts Film School Dean) at Draper University. San Mateo, CA. November 5, 2017.
- How Art Shapes User Experience
Invited talk at the Computer History Museum. Mountain View, CA. October 6, 2017.

WORKSHOP#2: What Now? The world Post-Automation...

Panel discussion with Jim Spohrer (IBM), Ron Poznansky (IBM) and Phil Balagtas (McKinsey) as part of the Speculative Futures/PRIMER Conference Series hosted at IBM Studios. San Francisco, CA. July 6, 2017.

The Intersection of Aesthetic Practices and Bleeding-edge Design

Invited talk at IBM Watson West as part of the 50th Anniversary of the Turing Award. San Francisco, CA. June 22, 2017.

Conversational User Experience Design

Workshop lead at ACM CHI 2017 at the Colorado Convention Center. Denver, CO. May 6, 2017.

Art/Science and the Art of Illusion

Invited artist talk at the El Camino College Planetarium. Torrance, CA. April 29, 2017.

Conversational UI Best Practices

Invited talk as part of the LAUNCH Festival at the Palace of Fine Arts. San Francisco, CA. April 6, 2017.

Applying Science to Conversational UX Design

Invited talk with Robert J. Moore for SXSW 2017 at JW Marriott Ballroom. Austin, TX. March 13, 2017.

Cultivating Cognitive Experiences

Invited talk as part of Nerd Nite Silicon Valley at The Tech Museum. San Jose, CA. February 2, 2017.

2016

Design for the Aging Population: UX Considerations

Invited talk for the IBM Academy of Technology Outthink Virtual Conference. May 12, 2016.

Trends and Impressions from SXSW

Invited talk for IBM Research Staff at Almaden Research Center. San Jose, CA. May 26, 2016.

Intro to Arduino: Output

Workshop lead at Idea Fab Labs. Santa Cruz, CA. May 26, 2016.

2015

DIY Projection Mapping

Invited artist talk at the El Camino College Planetarium. Torrance, CA. October 10, 2015.

Designing for Remote Collaboration

Invited talk at the School of Cinematic Arts at the University of Southern California. Los Angeles, CA. April 14, 2015.

Using Keynote to Prototype Interactions

Workshop lead as part of the Apple+IBM Partnership. Cupertino, CA. April 3, 2015.

Video Projection Mapping: Aesthetic Considerations

Workshop lead at the California Institute of the Arts. Valencia, CA. April 3, 2015.

2014

(+/-) Pendulum

Invited artist talk at Zayed University as part of ISEA. Dubai, UAE. November 8, 2014.

PhoneGap 101: Utilizing Web Technologies for Mobile Applications

Workshop lead at Machine Project Gallery. Los Angeles, CA. June 10 & 12, 2014.

Web Fundamentals for Mobile Design

Workshop lead at Machine Project Gallery. Los Angeles, CA. June 3 & 5, 2014.

Design Thinking for Interactive Literary Art & Digital Storytelling

Invited lecture at Art Center College of Design. Pasadena, CA. May 15, 2014.

Artist Portfolio Best Practices

Invited lecture at the California Institute of the Arts. Valencia, CA. May 3, 2014.

Intro to Arduino

Workshop lead at Machine Project Gallery. Los Angeles, CA. February 9, 2014.

Historical & Contemporary Precedents for Media Arts & Design

MFA Thesis Defense at the California Institute of the Arts. Valencia, CA. January 31, 2014.

2013 Advanced Processing: Programming Generative Art
Workshop lead at Machine Project Gallery. Los Angeles, CA. December 10 & 11, 2013.

Intro to Processing: Programming Fundamentals
Workshop lead at Machine Project Gallery. Los Angeles, CA. December 3 & 4, 2013.

Musical Soldering
Workshop lead at 1450 Ocean Gallery. Santa Monica, CA. October 12, 2013.

Light-sensitive Oscillators: Learn to Make Sound Circuits
Workshop lead at Machine Project Gallery. Santa Monica, CA. June 16, 2013.

2012 Amalgamation & Displacement: Art that Spans Time & Media
Invited artist talk at the University of Nevada, Reno as part of Prospectives International Festival of Digital Art. Reno, NV. October 8, 2012.

2011 Interaction Design for Digital Experiences
Invited talk at the IBM Center for Social Software. Cambridge, MA. September 3, 2011.

Selected Press

2019 SF Design Week: Designing for classrooms and beyond
Clever
<https://blog.clever.com/2019/10/sf-design-week-designing-for-classrooms-and-beyond/>

2018 At IBM, Researchers Are Working To Make Robots Engaging Conversationalists
Inc. Magazine
<https://www.inc.com/greg-satell/at-ibm-researchers-are-working-to-make-robots-engaging-conversationalists.html?cid=sf01001>

Conversational UX design: What it is and who's paving the way
TechTarget
<https://searchcio.techtarget.com/feature/Conversational-UX-design-What-it-is-and-whos-paving-the-way>

How to make AI agents better conversationalists: Context is key

TechTarget

<https://searchcio.techtarget.com/feature/How-to-make-AI-agents-better-conversationalists-Context-is-key>

Tackling the 'ask me anything' challenge of a conversational interface

TechTarget

<https://searchcio.techtarget.com/feature/Tackling-the-ask-me-anything-challenge-of-a-conversational-interface>

2017

30 Under 30

Forbes Magazine

<https://www.forbes.com/sites/kathleenchaykowski/2017/01/03/30-under-30-2017-the-young-innovators-transforming-enterprise-tech/#322b4769335b>

This IBM researcher integrates science, math and art in his work

Silicon Valley Business Journal

<https://www.bizjournals.com/sanjose/news/2017/02/09/this-ibm-researcher-integrates-science-math-and.html>

Why Today's Designers Are Different

Inc. Magazine

<https://www.inc.com/yazin-akkawi/how-technology-has-given-design-a-new-meaning.html>

Why not? Pushing and prodding the possible, at TED@IBM

TED Institute

<https://blog.ted.com/why-not-pushing-and-prodding-the-possible-at-tedibm/>

10 ways that IT pros and developers can keep their tech skills up to date

TechRepublic

<https://www.techrepublic.com/article/10-ways-that-it-pros-and-developers-can-keep-their-tech-skills-up-to-date/>

Music, Integrated Media Alumnus Raphael Arar Makes Forbes' '30 Under 30' List

24700: News from California Institute of the Arts

<http://blog.calarts.edu/2017/01/05/music-and-integrated-media-alumnus-raphael-arar-makes-forbes-30-under-30-list/>

Five Alums, BU Academy Graduate on Forbes "30 Under 30" Lists

BU Today

<https://www.bu.edu/today/2017/alums-forbes-30-under-30/>

Top 30 Under 30 in Cloud

Computer Business Review

<https://www.cbronline.com/news/cloud/top-30-under-30-in-cloud/>

2016

Thinking Design in the Lab

IBM.com

<https://www.ibm.com/blogs/research/2016/08/design-thinking-ibm-research/>

The Imaginary 20th Century

Entropy

<https://entropymag.org/the-imaginary-20th-century/>

2014

Machine Project Takes Over the Gamble House

KCET

<https://www.kcet.org/shows/artbound/machine-project-takes-over-the-gamble-house>

AxS Festival: Sights, Sounds, and Science Collide in Pasadena

KCET

<https://www.kcet.org/shows/artbound/axs-festival-sights-sounds-and-science-collide-in-pasadena>

Jewish art culture: Movin' on up to the East side

Jewish Journal

<http://jewishjournal.com/culture/arts/129325/>

2013

Forty Artists Aboard a Mobile Art Lab Want to Collaborate With You

GOOD

<https://www.good.is/articles/forty-artists-aboard-a-mobile-art-lab-want-to-collaborate-with-you>

Catch the Bus

Rise Art

<https://www.riseart.com/article/2013-06-03-catch-the-bus>

Digital art exhibit pioneering new movement

ninemsn.com

Aluminum Heartbeat

CNET

<https://www.cnet.com/uk/pictures/future-tech-expo-sci-fi-saxes-3d-printed-human-hearts-pictures/7/>

2012

Preview: Cyberarts

DigBoston

<http://collisioncollective.org/show/collision-18>

GAME PLAY Artist Interview: Raphael Arar ("Synth-a-Sketch")

B(RICK)LOG

<http://bricktheater.blogspot.com/2012/07/game-play-artist-interview-raphael-arar.html>

WHIRL: Build It Up to Boogie Down

DigBoston

Exhibitions

2020

Emerge Festival - Arizona State University, Mesa Arts Center (*forthcoming*)

Food Carbon Footprint Index. Group exhibition. Mesa, AZ.

The Holland Project - University of Nevada, Reno (*forthcoming*)

Motor Studies. Solo exhibition. Reno, NV.

Participatory Design Conference (PDC) - Manizales, Colombia / Remote

Food Carbon Footprint Index (FCFI). Group exhibition. Manizales, Colombia / Remote.

2019

Dreaming in silicon, a design fiction workshop - Backyard San Jose/WeWork

Participant-driven design fiction workshop on the future of Silicon Valley. San Jose, CA.

Crash Override 04 – The Lucky Horseshoe/Resident Advisor
Sound art performance with custom electronics. San Francisco, CA.

Human Design: Shaping ideas - Aurum/Ideas Factory
Fail Engine. Group exhibition. Pescara, Italy.

2018 A Life/Art/Science/Tech (LAST) Festival presented by Stanford University - SLAC National
Accelerator Laboratory
Nostalgia. Group exhibition. Menlo Park, California.

2017 International Symposium on Electronic Art - Centro Cultural Universitario Rogelio Salmona
Wayfinding. Group exhibition. Manizales, Colombia.

CHI 2017 - Colorado Convention Center
Wayfinding. Group exhibition. Denver, CO.
Art of Science/Science of Art - El Camino College Planetarium
Art of Science/Science of Art. Solo exhibition. Collaboration with Chris Weisbart. Torrance,
CA.

2016 30 years of research - Almaden Research Center (IBM Research)
Wayfinding. Group exhibition. San Jose, CA.

Changemakers - Santa Cruz Museum of Art & History
Wayfinding. Group exhibition. Santa Cruz, CA.

Old ways won't open new doors - Doc's Lab
Wayfinding. Group exhibition. San Francisco, CA.

Crashing into walls we've built - The Night Light
Wayfinding. Group exhibition. Oakland, CA.

Sleep is not for those who dream - Lock & Key
Wayfinding. Group exhibition. Los Angeles, CA.

- 2015
- The Imaginary 20th Century - ZKM Centre for Art & Media
Sound art for an archival art platform. Group exhibition. Karlsruhe, Germany.
- Forbidden Planet Night - El Camino College Planetarium
Forbidden Pixel. Solo exhibition. Collaboration with Chris Weisbart. Torrance, CA.
- 2014
- The Entrance - Machine Inspired Art Gallery
Echo echo bot. Solo exhibition. Los Angeles, CA.
- International Symposium on Electronic Art - Zayed University
(+/-) Pendulum. Group exhibition. Dubai, UAE.
- The Machine Project Field Guide to the Gamble House - The Gamble House Museum
Projected shadows. Group exhibition. Collaboration with Chris Weisbart. Pasadena, CA.
- Gemini Heart - Center for Integrated Media
Gemini Heart. Solo exhibition. California Institute of the Arts. Valencia, CA.
- cutLog - The Clemente
Horizon. Group exhibition. New York, NY.
- Improvised Sound Ping Pong Tournament - Machine Project
Curation and live sound art performance. Group exhibition. Los Angeles, CA.
- Pre-Glo - Centre for the Living Arts
Untitled Video Collage. Group exhibition. Mobile, AL.
- 2013
- Chance Meeting in a Storefront - Machine Project
Ping pong sound installation. Solo exhibition. Los Angeles, CA.
- Perform Chinatown - KesselsKramer Gallery
SYNTH-A-SKETCH. Solo exhibition. Los Angeles, CA.
- Dimanche Rouge - Espoo Museum of Modern Art
BITPHONE. Group exhibition. Espoo, Finland.

Dublab 14th Anniversary Celebration - Maker City LA
Experimental Raver Table Tennis. Group exhibition. Los Angeles, CA.

NOW13 - Dark Horse Experiment
Parasitke. Group exhibition. Melbourne, Australia.

Engineered Art - CalTech Community Art Gallery
Metal Hearts. Group exhibition. Pasadena, CA.

Ambiguities & Illusions - Spaces Gallery
Attic. Group exhibition. Hardwick, MA.

2012 COLLISION18:present - Cyberarts Gallery
Pathways. Group exhibition. Boston, MA.

SIMULTAN Festival - Facultatea De Arte / Mansarda
Finding Comfort in Claustrophobia. Group exhibition. Timisoara, Romania.

Ignition 5.0 - The Fuse Factory
SYNTH-A-SKETCH. Group exhibition. Columbus, OH.

SQUARE - Teatro San Giorgio
Pathways. Group exhibition. Udine, Italy.

iDEAS_12 - New World School of the Arts
Attic. Group exhibition. Miami, FL.

Athens Video Art Festival - Ayias Irinis Square
Finding Comfort in Claustrophobia. Group exhibition. Athens, Greece.

Together Festival - MACHINE
SYNTH-A-SKETCH. Group exhibition. Boston, MA.

BEAM Festival - Beldam Gallery
SYNTH-A-SKETCH. Group exhibition. London, United Kingdom.

2011

GamePlay - The Brick Theater

SYNTH-A-SKETCH. Solo exhibition. Brooklyn, NY.

Skills

Design

User Experience Design, Interface Design (including mobile, web and software applications), Tangible Interaction Design (including physical computing), Information Design (including data visualization), Discursive/Speculative/Critical Design, Graphic Design, Rapid Prototyping, Information Architecture, Creative Direction, Art Direction, Digital Strategy, Branding, Usability Testing

Programming

Javascript (Node.js, React) , Python, Java, C++, C, HTML5, CSS3, MongoDB/CouchDB/Cloudant, Unix

Fabrication

Industrial Design, 3D Printing, Laser cutting, CNC Machining, Metalworking, Carpentry

Environments & Tools

Sketch, Adobe Creative Suite, Fusion 360, Atom/Sublime Text, Eclipse, Xcode, Rhinoceros, Final Cut Pro, Omnigraffle

Volunteer Work

Leonardo / The International Society for the Arts, Sciences and Technology
Member of the Governing Board

Yoga for All Movement

Identity Design, Website Design, Print Design

Boston Lyric Opera

Website Design, Print Design

Cambridge Symphony Orchestra

Website Design, Identity Design