

# JUNO MORROW

Curriculum Vitae

[www.junomorrow.com](http://www.junomorrow.com)  
[juno.morrow@gmail.com](mailto:juno.morrow@gmail.com)  
+1 (972) 979 0252  
Brooklyn, NY 11237

Multidisciplinary artist and designer with major skill concentrations in interactive and game development, digital design, photography and education. Also, experienced in media research and immersive media technologies.

## TEACHING EXPERIENCE

- 2015-** **Assistant Professor of Game Design**  
*Hostos Community College - City University of New York, Bronx, NY*
- 2015** **Part-time Lecturer (Creative Computation Lab)**  
*Parsons School of Design, New York, NY*
- 2014-2015** **Teaching Assistant (Creative Coding - Processing and Arduino)**  
*Parsons School of Design, New York, NY*
- 2014** **Code Teaching Fellow (Creative Coding - Processing)**  
*Parsons School of Design, New York, NY*

## PROFESSIONAL AND RESEARCH EXPERIENCE

- 2009-** **Freelance / Independent Designer, Photographer**, New York, NY  
Clients Include: *Art&Article, Demotix/Corbis Images, Seamless, HASH Magazine*
- 2015** **Front-End Web Developer**  
*Try The World, New York, NY*
- 2014-2015** **Graduate Research Assistant**  
*gadglTERATION, New York, NY*
- 2014** **Graduate Research Assistant**  
*Parsons School of Design in collaboration with Maker Academy, New York, NY*
- 2011-2012** **Market Research Analyst**  
*CoxReps, New York, NY*

## EDUCATION

- 2015** **Master of Fine Arts, Design and Technology**  
*Parsons School of Design, New York, NY*  
GPA 3.93 / University Merit, Dean's Merit Scholarships
- 2009** **Bachelor of Arts, Communication - Media Production**  
*University of Houston, Houston, TX*  
Minor in Studio Arts. Graduated with Honors, Cum Laude

## PROFESSIONAL AFFILIATIONS

- 2018-** **International Choice Awards Network (ICAN)**
- 2016-** **Higher Education Video Game Alliance (HEVGA)**
- 2015-** **International Game Developers Association (IGDA)**
- 2015-** **Interaction Design Association (IxDA)**

## EXHIBITIONS AND HONORS

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|------|--|
| 2018 | DreamboxXx Arcade Cabinet (permanently exhibited), The Dreamhouse, Queens, NY          |
| 2018 | “Portraits,” Blank Wall Gallery, Athens, Greece  |
| 2018 | “The Earth Speaks,” ARTSPACE Gallery, Stroudsburg, PA                                  |
| 2018 | “Unique Viewpoint,” Fredericksburg Center for the Creative Arts, Fredericksburg, VA    |
| 2017 | Halloween Game Expo, Playcrafting NYC/Microsoft, New York, NY                          |
| 2017 | Winter Play Game Expo, Playcrafting NYC/Microsoft, New York, NY                        |
| 2017 | People’s Choice Salon Show, Greenpoint Gallery, Brooklyn, NY                           |
| 2016 | Halloween Game Expo, Playcrafting NYC/Microsoft, New York, NY                          |
| 2015 | Annual Summit Demo Day, NYC Media Lab, New York, NY                                    |
| 2015 | “Designing Multiplicity,” Parsons School of Design, New York, NY                       |
| 2015 | 2nd Annual Parsons Gala Art Exhibition/Auction, Parsons School of Design, New York, NY |
| 2015 | SXSW Student Work-The New School, SXSW, Austin, TX                                     |
| 2014 | Annual Summit Demo Day, NYC Media Lab, New York, NY                                    |
| 2014 | China-US Young Maker Competition Finalist, New York, NY / Beijing, China               |
| 2011 | Dwell World Views Competition, Runner Up, Dwell Magazine                               |

## WORKSHOPS, PUBLIC SPEAKING AND REPUTATION

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| 2018 | “Conspiracy Theories About Myself,” UnityNYC July 2018, New York, NY  |
| 2018 | “Games for Engagement,” 2018 Bronx EdTech Showcase, Bronx, NY   |
| 2018 | “Educators Soapbox,” Game Developers Conference, San Francisco, CA  |
| 2018 | “Mastering Tedium: Learning from Alternate Design Practices,” “Games for Engagement,” CUNY Games Conference 4.0, New York, NY |
| 2017 | “Twine in the Classroom,” EdTech Innovation Celebration, Bronx, NY  |
| 2016 | “Transforming Distance,” Hostos Tertulia Series, Bronx, NY  |
| 2016 | Parsons Design & Technology Job Forum 2016 (Panelist), New York, NY   |
| 2016 | 2016 CUNY Film Festival (Juror), New York, NY   |
| 2015 | “Hack the Dinos” (Participant/Presenter), American Museum of Nat. History, New York, NY                                       |
| 2015 | “VR101 with the Oculus Rift,” Parsons Dorkshop, New York, NY  |
| 2014 | “Photo Editing Workflow in Lightroom and Photoshop,” Parsons Dorkshop, New York, NY   |
| 2014 | “Digital Pathologies of the Metaverse,” NUMA-Paris, Paris, France   |

## PUBLISHED WORKS AND PUBLICITY

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| Print | The Woven Tale Press (Magazine, July 2018), Average Art Magazine (March + April 2018), After Dark (Book, 2016), The Elks Magazine (Magazine, June 2013), Security Management Magazine (June 2012), HASH (Quarterly Magazine, regular contributor), Subjective Ideal (Book, 2012), Dwell (Magazine, Sept. 2011), Dwell World Views (Book, 2011), Urban Dreamscapes (Book, 2010) |
| Web   | The Guardian, Kill Screen, Kotaku, Gaymer.es, Bedford + Bowery, Checkpoint Gaming, Seamless, Consumerist, First Data Corp., Swamplot, Odyssey Networks, For The Love Of Brooklyn, Gothamist, Design Trust for Public Space, Houstonist, URBANPHOTO   |