

Creative artist and professional with major skill concentrations in software and web development, digital design, photography and education. Also, experienced in media research and emerging immersive media technologies, such as VR.

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
Assisted inside the classroom and in 1-on-1 meetings with students.
- 2014** **Code Teaching Fellow** (Creative Coding - Processing)
Parsons School of Design, New York, NY
Taught an intensive 3 week graduate-level course that served as an intro to the Processing programming language and object-oriented programming.

PROFESSIONAL AND RESEARCH EXPERIENCE

- 2009-** **Freelance / Independent**, New York, NY
Design Consultancy *Art&Article*
Photography / Digital Media *HASH Mag., Demotix, Seamless, Security Management Mag.*
Graphic Design *Urban Dreamscapes, Subjective Ideal, After Dark*
- 2015** **Front-End Web Developer** (summer)
Try The World, New York, NY
- 2014-2015** **Graduate Research Assistant**
gadgITERATION, New York, NY
Developed curriculum for high school students to learn coding and basic circuitry; under Louisa Campbell.
- 2014** **Graduate Research Assistant**
Parsons School of Design in collaboration with Maker Academy, New York, NY
Developed interactive demonstrations of physics concepts in Processing as an intro to coding logic for high school students at Maker Academy; under Sven Travis.
- 2011-2012** **Market Research Analyst**
CoxReps, New York, NY
Analyzed quantitative survey data from Nielsen and created demographic trend projections for various media markets.

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
Thesis Studio Faculty: Marko Tandefelt, Christopher Romero
Thesis Writing Faculty: Loretta Wolozin, Ethan Silverman
- 2009** **Bachelor of Arts, Communication - Media Production**
University of Houston, Houston, TX
Minor in Studio Arts focusing on Photography and Digital Media
Graduated with Honors, Cum Laude

TECHNICAL SKILLS

Development	C/C++, C#, OpenFrameworks, Processing (Java), Arduino, Raspberry Pi, OpenCV, HTML 5, CSS3, Sass/SCSS, JavaScript, jQuery, Node.js, GNU/Linux, Git, CMS
Design Software	Adobe CC (Photoshop, Lightroom, Illustrator, InDesign, Premiere, After Effects), Unity, Maya, Blender, Audacity, Sketchup, GIMP, Inkscape
Addl. Skills	Wireframing, Prototyping, Concept Design, UX Design, Photo Retouching, Physical Computing, Photojournalism, Game Development, Market Research, Analytics

HONORS, EXHIBITIONS, ETC.

2016	Playcrafting NYC Halloween Game Expo, New York, NY
2016	Parsons Design & Technology Job Forum 2016 (Panelist), New York, NY
2016	2016 CUNY Film Festival (Juror), New York, NY
2015	American Museum of Nat. History Hack the Dinos (Participant/Presenter), New York, NY
2015	NYC Media Lab Annual Summit Demo Day, New York, NY
2015	Designing Multiplicity, New York, NY MFA Design & Technology Thesis Exhibition and Symposium
2015	Parsons Gala, New York, NY 2nd Annual Art Exhibition and Auction
2015	SXSW Student Work-The New School, Austin, TX
2015	VR101 with the Oculus Rift, New York, NY Workshop given for Parsons' Dorkshop
2014	NYC Media Lab Annual Summit Demo Day, New York, NY
2014	Photo Editing Workflow in Lightroom and Photoshop, New York, NY Workshop given for Parsons' Dorkshop
2014	Digital Pathologies, Paris, France Public Presentation for Metaverse Workshop at NUMA-Paris
2014	China-US Young Maker Competition Finalist, New York, NY / Beijing, China
2011	Dwell World Views Competition, 2nd Place
2007	UH Student Exhibition, Blaffer Gallery, Houston, TX

PUBLISHED WORKS

Print	<i>After Dark</i> (Book, 2016), <i>The Elks Magazine</i> (Magazine, June 2013), <i>Security Management Magazine</i> (June 2012), <i>HASH</i> (Quarterly Magazine, regular contributor), <i>Subjective Ideal</i> (Book, 2012), <i>Dwell</i> (Magazine, Sept. 2011), <i>Dwell World Views</i> (Book, 2011), <i>Urban Dreamscapes</i> (Book, 2010)
Web	The Guardian, Kill Screen Magazine, Seamless, Consumerist, First Data Corp., Swampplot, Odyssey Networks, For The Love Of Brooklyn, Gothamist, Design Trust for Public Space, Houstonist

PROFESSIONAL AFFILIATIONS

2016-	Higher Education Video Game Alliance (HEVGA)
2015-	International Game Developers Association (IGDA)
2015-	Interaction Design Association (IXDA)