

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

- 2015-2016 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*
- 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), Unity3D, Maya, Blender, Audacity, Sketchup, GIMP, Inkscape
- Addl. Skills** Wireframing, Prototyping, Concept Design, UX Design, Photo Retouching, Physical Computing, Photojournalism, Game Development, Market Research, Analytics

SELECTED WORKS

- 2015** *Depth Perception*, MFA Thesis
A multimodal experiential installation that uses the juxtapositioning of a classic window and a virtual reality headset as a basis for carving pathways and blurring lines between the physical and the virtual, representational and real.
- 2014** *Oral Perspectives*
A virtual experience in which one undergoes a series of situations that are both absurd and everyday, through a visually, aurally and kinesthetically shifted perspective.
- 2014** *Mastering Tedium*
A text terminal-based allegorical game that uses the regular chore of laundry to juxtapose life's necessity of action with the futility and impermanence of acting for the rational mind.
- 2013** *Digital Embodiment*
A mirror therapy inspired device for digitizing ones physical being, challenging conventional notions of body and self.

HONORS, EXHIBITIONS, ETC.

- 2015** NYC Media Lab Annual Summit Demo Day, New York, NY
- 2015** *Designing Multiplicity*, New York, NY
MFA Design and Technology Thesis Exhibition
- 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** *Dwell* (Magazine, Sept. 2011), *Dwell World Views* (Book, 2011), *HASH* (Quarterly Magazine, regular contributor), *The Elks Magazine* (Magazine, June 2013), *Subjective Ideal* (Book, 2012), *Security Management Magazine*, June 2012), *Urban Dreamscapes* (Book, 2010)
- Web** The Guardian, Kill Screen Magazine, Seamless, Consumerist, First Data Corp., Swamplot, Odyssey Networks, For The Love Of Brooklyn, Gothamist, Design Trust for Public Space, Houstonist