EXPERIENCE

Design Technologist (Contract), Stamen Design, San Francisco, CA - April 2019 - Present

 Part Design Thinking. Part Data Science. Two Parts Web Development. Design technologist developing interactive maps and data visualizations on the web. Clients include UC Berkeley, The Berggruen Institute, Dropbox Inc., San Francisco State University, and the Bay Area Air Quality Management District.

Creative Code Instructor, Gray Area Foundation for the Arts, San Francisco, CA — Ongoing

• Teacher for the Web Audio week of the Gray Area Creative Code Immersive. Class covers basics of electronic music synthesis, music programming in Tone.js, and audio-visual interaction with p5.js.

Artist In Residence, Gray Area Foundation for the Arts, SF, CA — January 2018 - June 2019

• Designed and developed immersive, room-scale installations blending physical computing, projection mapping, and sound design. Clients include Levy Dance and Google.

Technologist, Company Cue, New York, NY (Remote) — June 2018 - April 2019

• Developed web tools, processes and database management software for worldwide language translation and original marketing copy.

 Project manager throughout launch of Apple Music, and Apple Music expansion launches in Israel, South Korea, Turkey, Taiwan, and others. From pre-launch to over 30 million paid subscribers around the world.

iTunes Programming & Label Relations Intern, Apple; Cupertino, CA -2013 - 2014

TECHNICAL SKILLS

- Web Development Stack: React.js, d3.js, Mapbox GL JS, Node.js, Parcel
- Data Analysis: Pandas for Python, Seaborn
- Creative Code: Processing (Java), p5.js, Tone.js, Arduino/Physical Computing, Ableton Live

DIGITAL ART EXHIBITIONS

- MUTEK.SF Elevator Pitch (A/V Installation) May 2019
- Gray Area Showcase 2019.1 Core (A/V Installation) June 2019
- Rush V.1 Entrance (A/V Installation) June 2019
- Gray Area Showcase 2018.2 Elevator Pitch (A/V Installation) December 2018

EDUCATION

University of Kansas, Lawrence, Kansas — B.S. Computer Science, 2014