

Vanessa Grass

ABOUT ME

I'm a hyper-curious and creative individual, driven to understand the fundamental nature of how we as humans think, behave, and act. My ultimate aim is to blend my background in both art and science to create fun, engaging, and compelling experiences for others.

EDUCATION

Master of Science, Cognitive Neuroscience
City University of New York
(expected 2021)

Master of Science, Data Science
University of New Haven

Post-Baccalaureate, Interaction Design
Columbia College Chicago

Bachelor of Arts, Biology
University of Rochester

PROFESSIONAL EXPERIENCE

2008 – Present Freelance & in-house design, branding, and marketing

- Currently consult on a freelance and independent contract basis for projects needing product design, branding identity, and marketing strategy in a variety of domains.
- Please see vnessified.github.io/design for examples of my past work.

2019 – 2021 Graduate student researcher at the City University of New York

- Researched traumatic brain injury, leveraging machine learning and MRI data to predict patient outcomes.

2019 – 2017 Academic and in-house researcher

- Executed research and development projects at several academic institutions such as the Buck Institute for Research on Aging and the Data Institute at the University of San Francisco, as well as at small startups such as Vidora (vidora.com) and Wellio (getwellio.com).

SKILLS

Research & Development • Writing & Storytelling • Marketing Strategy

Product Design • Branding Identity • Illustration • Videography

EMAIL ME

vnesag@gmail.com