

# Vanessa Grass

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## 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

**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**  
Freelance and independent contract consulting for projects across a variety of domains needing high-level creative direction, branding and marketing strategy, as well as product and UX design. Please see [vnessified.github.io/design](https://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 including the Buck Institute for Research on Aging and the Data Institute at the University of San Francisco, as well as at startups such as Wellio (acquired by Kraft Heinz) and Vidora.com.

## SKILLS

Research & Development • Writing & Storytelling • Marketing Strategy  
Product Design • Branding Identity • Illustration • Videography

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## EMAIL ME

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