

EXPERIENCE

technikai, New York, NY

Design consultancy, August 2003 – Current

User experience design, research, and strategy with an emphasis on storytelling and interface.

- Concept and design for a national museum's permanent exhibition, focused on an augmented reality app powered by a scalable, custom content management solution.
- Mark AR: User experience research for augmented reality social network. Also developed pandemic-safe methodologies for user observation and usability studies.
- Sunny Savage: Designed app promoting invasive plant species as untapped resources, streamlined several web properties into a more effective, holistic online brand website.

Parsons, The New School for Design, New York, NY

Part-time Assistant Professor, August 2016 – Present

Teaching core studio courses and history of technology at the Design and Technology MFA program. Topics include design process, research methods, user testing, and developing prototyping skills.

The Barbarian Group, New York, NY

Interaction Design Director, January 2014 – September 2017

User experience lead for Samsung account. Managed a team of interaction designers. Played a key role in growing the business from website marketing and maintenance to large-scale product design projects. Partnered with Google ATAP on user research for wearable technology.

IconNicholson, New York, NY

Associate Creative Director, September 2008 – August 2009

Led user experience team in development of creative vision for redesign of the National Gallery of Art's website. Designed customer engagement app for Glenfiddich.

SELECT HONORS

Endowment for Independent Artists, Print All Over Me 2021

Part-Time Faculty Development Grant, Parsons School of Design 2018

Brown University Electronic Writing Fellowship 2006-2008

Cannes Lions 2006

Nike iD in Times Square Bronze, Ambient: Stunts and Live Advertising

Target Design for All Bronze, E-Commerce

New York Festivals Interactive Awards 2005

Nikewomen.com Gold World Medal in E-Commerce

EDUCATION

Master of Fine Arts, 2008, Literary Arts Program, Brown University

Master of Professional Studies, 2003, Interactive Telecommunications Program, New York

University Bachelor of Science, 2001, Cognitive Science and Digital Art, SUNY at Buffalo