

## EXPERIENCE

### **technikai, New York, NY**

Design consultancy, August 2003 – Current

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

- Concept and design for award-winning augmented reality app for a US Holocaust Memorial Museum, powered by a scalable, custom experience management solution.
- Research, design, copy direction for Port of Long Beach executive visitor center with 11 interactive exhibits including a media wall and gesture-controlled surfaces.
- Design and testing for AI-powered brand insight tool for marketing agency McKinney.

### **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 prototyping skills.

### **New York University, New York, NY**

Part-time Assistant Professor, January 2023 – Present

Teaching ideation, prototyping, thesis development, and my new course in learning design principles through myth and storytelling at the Integrated Design and Media program.

### **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.

## SELECT HONORS

Core77 Design Awards 2023

Winner: Interaction Award for *Tower of Faces Augmented Reality Experience*

Notable: Emerging Technologies Award *Tower of Faces Augmented Reality Experience*

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

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

Bronze, E-Commerce for *Target Design for All*

## 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