#### Education

## Carnegie Mellon University

Bachelor of Design, 2019

Concentration in Intelligent Environments & Human Analytics

## Ca' Foscari University of Venice

Full Scholarship Summer Program, Summer 2014

## Experience

## Frank Ratchye STUDIO for Creative Inquiry

Graphic Designer, Spring 2018 - Current • Designs posters, visual materials and the website for Carnegie Mellon's creative research laboratory.

#### Odopod

Interaction Design Intern, Summer 2017 • Designed and pitched interface + interaction concepts for a client's future product. Executed design research on voice-driven interfaces, designed an app that explores the affordences of voice UI's in the realm of interactive storytelling.

#### Wick Editor

Identity + Interface Designer, Spring 2017 - Current • Designs the visual identity and user interface of an open sourced, code-based creation suite that lets users make interactive animations, games, and art on the internet.

# UCCRN, The Earth Institute + NASA GISS

Information Designer, Summer 2015 • Lead the design of visual content for the Urban Climate Change Research Network's most recent publication. Collaborated with local and international NASA researchers to design data visualizations and diagrams depicting the effects of climate change on the urban environment.

#### Lunar Gala

Fashion + Advising + Motion Graphics, Fall 2015 - Current • Designed and fabricated a capsule collection for Pittsburgh's largest fashion event. Lead workshops on sewing, patternmaking and textiles for other designers. Directed and produced generative motion graphics with the Motion Team for the in-show experience.

# Expertise

# Skills

#### Tools

Sketch • Adobe CC • Sketchup • Rhinocerous • Cinema4D • Unity • Javascript, p5.js • Java, Processing • Max/MSP/Jitter • Grasshopper • HTML, CSS

#### Honors

CMU Inaugural Presidential Scholar Harvard Crimson Journalism Award 2015 / 1st Place Carnegie Mellon Dean's List / Spring 2017 KPCB Design Mentorship Program / Finalist Queens College Art Competition / 1st Prize