

--> SELECTED EXPERIENCE & PROJECTS

Bennington Bookmarks, Bennington College, Vermont [2007 – 2008]

Funded by a grant from the Andrew W. Mellon Foundation; Third Place, People's Design Award 2008

Conceptualized, designed, prototyped, programmed and implemented physical and digital structures to support a seductive, interactive library experience, aimed at engaging patrons with library materials in new ways. Worked in a collaborative environment with a team of eleven.

Political Monstrosities [March – August 2008]

Exhibited at 2008 Senior Show, Usdan Gallery, Vermont; Solo show, Urban Greens, Anchorage, Alaska

Created soft sculpture “monsters” whose attributes (number of eyes, teeth, spikes, etc) represent the frequency of selected word use (hope, truth, terror, etc) in President George W. Bush's State of the Union Addresses. Designed accompanying informational and promotional materials.

Augmented Library Primary Researcher, Seattle, Washington [January – February 2008]

Researched data visualization, user interface creation tools, programming platforms, principles of interaction design, site-specific artwork and library installations, with a focus on developing Bennington Bookmarks project. Maintained a wiki and link list for project collaborators.

REACTIVE*fashion*, Bennington College, Vermont [Fall 2007]

Awarded maximum grant allowance, Bennington College Student Endowment for the Arts

Collaborated with Angela Sheehan to research, design and create interactive, wearable electronics. Technologies explored included: alternative energy sources, thermochromatic inks, serial communications, radio frequency communications, sound, light, air pumps and motors.

Propaganda Podium, Bennington College, Vermont [Fall 2005]

Exhibited in Amplified Everyday [] physical computing show, North Bennington, Vermont

Designed, built and programmed an interactive lectern which allows users to create and electronically declare statements about Truth, Freedom, Democracy and America.

Cephalalagia Vulgaris [Fall 2007]

Created an interactive DVD of educational animations about a fictional creature who consumes thoughts and memories and excretes popular song lyrics.

--> RELEVANT EDUCATION

Bennington College, Vermont [September 2004 – May 2008]

Bachelor of the Arts, focus in Interaction Design and Printmaking

Coursework Included: Advanced Projects in Digital Arts, Physical Computing, The Augmented Library, Alt.Storytelling, Costume Design Projects, Special Projects in Design and Animation

--> SPECIAL SKILLS

Arduino, Processing, jRuby, running prototyping and user interface tests, leading workshops, Flash, AfterEffects, Photoshop, Illustrator, InDesign, Dreamweaver, DVD Studio Pro, Final Cut Pro, Microsoft Office, Printmaking (relief, serigraph, etching), various Fiber Arts, some woodworking. Windows and Macintosh.