

Objective

To create engaging and inspiring experiences with a blend of computer science and interaction design.

Experience

Freelance Interaction Designer and Developer, Various, 2009-Present

GroupMe - interaction design, front-end and back-end client dev for mobile group texting app
RentDog - concept, visual and interaction design, front-end dev for apartment review website (personal project)
FanAction/SeatShare - visual and interaction design for mobile event ticketing app
CREATE - electronics, algorithmic work and computer vision for artists-in-residence at Carnegie Mellon
Locast - front-end dev for mobile tourist video app

Interaction Designer, Intellisys, 2010-2011

Designed and built desktop client for Redigi, a marketplace for buying and selling used digital music.

Software Interaction Designer, Cambridge Systematics, 2008-2009

Designer for small software consulting team serving transportation agencies.
Responsible for design sketching, building prototypes (wireframe, code, and paper), and user research.

Research Assistant, MIT Mobile Experience Lab/MIT Design Lab, 2007-2008

Designed and built mobile and web technology to connect people with their physical environments.
Helped run MAS.551, a design studio using technology to educate youth on sustainable living.

Teaching Assistant, MIT Civil and Environmental Engineering, 2006-2007

Developed course materials for 1.204, algorithms class for non-CS majors.
Co recitation instructor for 1.264, web and database class for non-CS majors.

Extreme Blue Intern, IBM, Summer 2006

Worked on a small team to design, position and create a new workflow tool for managing software installations,

Program Manager Intern, Microsoft, Summer 2005

Helped organize design, specification and development of UI features for Live Meeting and ShareView.

Selected Presentations of Work

Paper + Poster: **“Personal, Public: Using DIY to explore citizen-led efforts in urban computing.”** CHI '10
Presentation: Speaker at Interaction10 on **“Citizen Volunteerism and Urban Interaction Design”**.
Paper + Presentation: **“Crowd Computing for Some: Weaving Threads of Privacy through Public Spaces.”**
CHI'09 Workshop on Crowd-Computer Interaction.
Paper + Poster: **“Rethinking Fashion Trade Shows: creating conversation through real-time mobile tagging.”**
CHI '08

Education

Carnegie Mellon University

Masters of Tangible Interaction Design
May 2010

Massachusetts Institute of Technology,

Masters of Engineering, February 2008
Computer Science and Engineering
Bachelors of Science, June 2006
Computer Science and Engineering
(Course VI-III)

Skillsets

- **Ideation + Design Research**
- **Hardware and Circuit Prototyping**
- **Mobile Prototyping + Engineering**
Android, Windows Phone 7, J2ME
- **Web Prototyping + Engineering**
HTML/CSS/JS, JQuery, Django, Python
- **Application Engineering**
Java, Flex, C#/XAML, PyGTK
- **Visual Prototyping**
Omnigraffle, Visio, Adobe CS