

Professional Experience

Creative Technologist (Jun 2022 - Present)

- [whitephosphorus.info](#): designed and developed an interactive data visualization website that exposed the white phosphorus attacks in Southern Lebanon, which helped raise awareness to environmental weapon and warfare. Commissioned by researcher Ahmad Baydoun. Tech stack: React, D3.js, Tailwind, Next.js, TypeScript.
- [LevelWerk.art](#): designed and built the website for LevelWerk, an artist-run alternative space in Brooklyn, NY, building community through its residency program. Tech stack: React, React Three Fiber, JavaScript, Blender.
- [Lecsicon](#): developed the Lecsicon Project, a collection of over 24,000 acrostics generated by GPT. Built a custom website to present the project in an engaging and accessible format, offering an innovative exploration of language and machine intelligence. Tech stack: React, Next.js, TypeScript.
- Portfolio sites: designed and built portfolio sites with CMS systems for artists, scholars, researchers, etc. Tech stack: Figma, React, Vite.js, Tailwind, Contentful, Sanity, JS & TS.

Adjunct Assistant Professor at Hunter College, CUNY (Aug-Dec 2024)

- Led a senior undergraduate course in web programming, fostering students' proficiency in HTML, CSS, JavaScript, TypeScript, and modern web design and development practices.

MakerSpace Fellow at MIT Design Studios for NuVu Summer (Jul-Aug 2024)

- Managed operations at the MIT Department of Architecture's Shop spaces, supporting students in their design and fabrication projects.
- Created branding materials (posters, social media content, 3D models) for NuVu, boosting workshop visibility and community engagement.
- Mentored high school students in iterative design processes, fostering their creative and technical skills in design fabrication.

Curatorial Intern at CURRENTS New Media Art Festival (Jun-Jul 2023)

- Played a key role in exhibition set up, artwork installation, and video documentation with 4 other adult interns;
- Directed and operated the audio-visual systems for live performances, ensuring seamless execution during the festival.
- Enhanced visitor experience by providing guidance and demonstrations of interactive artworks to the visitors.

Design Intern at O2EZ (May-Sep 2022)

- Redesigned UX/UI systems for the brand's mobile app, improving usability and contributing to a 20% increase in user retention based on post-launch analytics.
- Created compelling visual assets (posters, illustrations, animations) for social media campaigns, helping increase brand engagement.

Research Assistant to Prof. Daniel C. Howe (Dec 2021-Jun 2023)

- Advanced code-based projects by conducting research (e.g. SEO), optimizing website functionality, developing JEST tests, and enhancing code for improved efficiency and performance.
- Projects: [RiTa](#), [AdNauseam](#), [Preoccupations](#), etc.

Education

Rhode Island School of Design

MFA in Digital + Media

2022-2024

City University of Hong Kong

Bachelor of Art and Science in Media Art

2018-2022

Skills

Graphic & UI Design

Figma, Adobe Illustrator, PhotoShop, Sketch, Spline.

Media Processing

Rhino, Blender, Adobe Premiere, Final Cut Pro, Reaper, Max.

Full-stack Web Development

TypeScript, JavaScript, CSS, HTML, React, Next.js, Svelte, Mocha, Jest, NodeJS, GraphQL;
D3.js, Three.js, P5.js, Tailwind, Vite.js, Gatsby, Swift, AWS, CloudFlare, Contentful CMS, WordPress, Webflow.

Software Development

Python, Flask, Java, C#, C++, PHP, Unity 3D