

design

Bachelor of Science
University of Cincinnati
College of Design, Art, Architecture & Planning

coursework:

design methodology, design research methods, motion design, game design, typography, design technology, visual communication history, service design, user-centered design methods.

experience:

UC FUSION Center | Cincinnati, OH
Interaction Design in fall 2010 - present
The FUSION Center at University of Cincinnati's College of Education received an National Science Foundation grant to create a system to help teachers personalize content for students. I am the interaction designer for the web and iPad interface.

LiveWell Collaborative | Cincinnati, OH
<http://livewellcollaborative.org>
Design Research Associate
I have worked with nursing researchers to lead a team of graduate design students using interviews and focus groups to create a service design to prevent Type II Diabetes in children.

Nectarine Group | Palo Alto, CA
Interaction Design in winter 2011
Worked on pitches and mobile projects for RIM, Intel, Motorola, Whirlpool, and Palm.

Design Impact | Cincinnati, OH
<http://www.d-impact.org/>
Design Research & Ethnography
I was selected to participate in a interdisciplinary design studio; we worked with a non-profit organization in rural India to evaluate and improve their Self-Help Groups. We traveled to India and interviewed women in the SHG's, collected qualitative data, and evaluated the overall service.

CS13 Gallery | Cincinnati, OH
Director of Communications 2009 to present
I am part of running a not-for-profit gallery. I design posters and catalogs as well as photograph our musical performances and exhibitions.

cognitive science

Bachelor of Interdisciplinary Studies
University of Cincinnati
McMicken College of Arts and Sciences

coursework:

experimental research methods, cognitive development, research methods in human factors, cognitive science of learning to read, human cognition and performance.

experience:

I work in the Perceptual Motor Dynamics Lab in UC's Psychology department assisting PhD candidate Julie Weast. We are using motion capture technology and recording point-light displays of human motion to investigate perception of affordances.

inspiration:

"People think that design is styling. Design is not style. It's not about giving shape to the shell and not giving a damn about the guts. Good design is a renaissance attitude that combines technology, cognitive science, human need, and beauty to produce something that the world didn't know it was missing."

— Paola Antonelli

awards:

Cincinnati Scholarship | 2005 - 2010
Three Arts Scholarship | 2010
UC International Globalization Grant | 2010
Deans List / High Honors | 2005 - 2011

know a lot about:

Digital Photography, Photoshop, Illustrator, InDesign, Flash, After Effects, HTML, CSS

know some about:

Fireworks, Javascript, Objective C, Action Script, Omnigraffle, Cinema 4D, Final Cut Pro