

Education

MFA with distinction Media Design Practices
ArtCenter College of Design
Pasadena, CA
2018
— Thesis project: *Surface Tension*

BA Art History/Visual Arts and Women's,
Gender, and Sexuality Studies
Barnard College, Columbia University
New York, NY
12/2013

Grants + Awards

MDP Thesis Scholarship
ArtCenter College of Design
Pasadena, CA
2017 – 2018

Most Provocative Design
Microsoft Design Expo
Redmond, WA
2017

**Student Leadership Education and
Development**
ArtCenter College of Design
Pasadena, CA
2017, 2015

**Phi Beta Kappa | magna cum laude | Art
History Departmental Honors**
Barnard College, Columbia University
New York, NY
2013

Tow Foundation Public Service Grant
Barnard College, Columbia University
New York, NY
2012

Skills

Adobe Creative Suite, Sketch, Final
Cut Pro, Audacity, Unity 3D (for HTC
Vive + Microsoft HoloLens), Sketchup,
HTML5, CSS3, Javascript, Python, JSON,
WordPress, PHP, C#, GitHub, Arduino

Critical and speculative design,
design research, graphic design, rapid
prototyping, user experience design,
futures thinking, workshop presentation,
public speaking

Languages include native Chinese
speaking, reading, and writing, and
intermediate Spanish

Relevant Experience

Freelance Graphic + Web Designer

04/2015 - Present
— Designed identity, collateral, and public-facing materials for a variety of clients,
including retail restaurants and artificial intelligence consultancy.
— Designed and developed websites and information architecture for arts and
culture, including creating style guide.

Exhibition Research Assistant

Different Tomorrows
Media Design Practices, ArtCenter College of Design, Pasadena, CA
09 - 11/2017
— Assisted with the curation of a week-long event series on design and ethno-
futurisms, including collecting and editing exhibition media (video and audio).

Interaction Designer

Animistic Collaborators in Mixed Reality
Media Design Practices, ArtCenter College of Design, Pasadena, CA
05 - 07/2017
— With a team of designers, executed a process including brainstorming, research,
ideation, sketching, and prototyping on how AI could collaborate with people in
augmented reality.
— Prototyped in Unity3D for the HTC VIVE.
— Produced video documentation on the project, including filming and editing
footage and post-production work in After Effects.
— Completed write-up of the project and a presentation to an audience of 50 at MDP.

Design Intern

Space Caviar, Genova, Italy
06 - 08/2016
— Redesigned and developed the website in WordPress, including the “look and feel”
as well as the projects' information architecture for future content management.
— Initiated research on the future of work for the Biennale Internationale Design
Saint-Étienne 2017, including using Tumblr and Arena as documentation.
— Prototyped early models for the exhibit installation, including a digital mockup in
SketchUp and iterations of physical models.

Post Baccalaureate Fellow

Barnard Center for Research on Women, New York, NY
02/2014 - 08/2015
— Co-managed online presence with Creative Director, including website, Twitter,
and Facebook.
— Edited videos from BCRW Events and other educational content.
— Designed annual fundraising documents and created illustrations for publications.
— Managed student research assistants, including overseeing individual projects.
— Assisted with all event programming and logistics.

Production + QA Intern

Local Projects, New York, NY
09 - 12/2013
— Performed quality assurance for interactive design projects, including Spotlight on
Broadway and a documentary media project on 9/11.

Global Initiatives Intern

Creative Time, New York, NY
06 - 08/2013
— Performed various editorial tasks, including managing back-end of Creative Time
Reports (CTR), audio transcription, and compiling database of contributing artists.

Selected Exhibitions

#cyborgs

Peripheral Forms, online
2018

Westopia? Curated by Parasite 2.0

International Art Prize Bugatti-Segantini
Villa Vertua, Nova Milanese, Italy
2017

The Internet of Enlightened Things

Ars Electronica Festival: Artificial
Intelligence
Linz, Vienna
2017

Postcards from the Anthropocene

University of Edinburgh, Scotland
2017

Media Design Practices W-I-P

Wind Tunnel Graduate Center for Critical
Practices, ArtCenter College of Design
Pasadena, CA
2017, 2016, 2015

Multi-channel Pt. I

Launchpad Gallery
Brooklyn, NY
2013

A Sum of Its Parts

Barnard College
New York, NY
2013

Publications

Propositions: a critical design journal

Co-founded and co-edited with Stephanie
Cedeño and Godiva Reisenbichler
2017 - 2018

The Scholar & Feminist Online (12.1-12.2)

"Activism and the Academy"
eds. Janet R. Jakobsen + Catherine Sameh
2014

Presentations + Talks

"Surface Tension and Pivot Points"

Wobbly Realities: A Happy Hour in the Post-Geographic City
Media Design Practices, ArtCenter College of Design
Pasadena, CA
2018

Guest Respondent to "Design and Neoliberalism: The Economics and Politics of 'Total Design' Across the Disciplines"

College Art Association Annual Conference
Los Angeles, CA
2018

"Pivot Points: Creating Mixed Reality Neighborhoods"

with Nan Tsai
Everyday Immersions Undergraduate Class
Interaction Design Department, ArtCenter College of Design
Pasadena, CA
2017

"Pivot Points: Creating Mixed Reality Neighborhoods"

with Nan Tsai
Microsoft Design Expo: Intentional Design for Positive Cultural Impact in Mixed Reality
Redmond, WA
2017

"Right to the Post-Internet City: An Internet of 'Enlightened' Things"

with Stephanie Cedeño, Xiaoxuan Liu, and Godiva Veliganilao Reisenbichler
Post-Internet Cities Conference
Museum of Art, Architecture, and Technology
Lisbon, Portugal
2017

"Performing Justice"

with Sydnie L. Mosley and Ali Rosa-Salas
Why Sex? Why Gender? Symposium in honor of Janet R. Jakobsen
Barnard College, Columbia University
New York, NY
2015

"The Octopus: Cognitive Capitalism & the University"

with Miriam Neptune and Natalia Cecire
The Scholar & Feminist Conference XL: Action on Education
Barnard College, Columbia University
New York, NY
2015