

- + 15 years in Design + Geography, building bespoke experiences for formal web publications and museums
- + Dive headlong into complex problems with clients to innovate stunning and groundbreaking user experiences
- + Relish ambiguity as fertile ground for learning, resulting in original concepts and detailed execution

KEY SKILLS

Systems Thinking | Media Production | Multidisciplinary Collaboration | Iteration via Critique | eCommerce Design | Team Leadership | Clickable Prototyping | Photo & Video Editing | User Testing | Public Speaking

PROFESSIONAL EXPERIENCE

Map & Database Designer, Forecast Public Art, Remote / St. Paul, MN 2021-2022

- Overhaul method for photographic surveys, building an accessible, geo-coded digital archive of site-based images, enabling stakeholders to make forward-thinking decisions about construction of new landscape features
- Authored and published an article on how users “encounter” information in 2-D web design products, weaving together 3 modes of psychological attunement, resulting in the advancement of how geographical place and space are experienced online
- Design paper and online surveys for Dept of Transportation freeway re-design, hosting in-person events and canvassing local establishments, improving local accessibility networks for pedestrians and bicyclists

Artist and Designer, University of Minnesota, Minneapolis, MN 2018-2021

- Prototyped a 100-page, hand-printed artist book with Adobe Suite, self-published beta versions, and newsprint page mock-ups, resulting in 4 exhibits, an awarded museum prize, and acquisition of final book by university special collections
- Cross-discipline collaboration with local sound engineers to capture, modulate, and amplify my live sound art performances, using Miro boards and Adobe Audition, resulting in a mastered album for sale in art gallery in Minneapolis
- Orchestrated novel methods for teaching art and design in remote online environments, pioneering online student critiques while refiguring mediums of expression into the digital

Visiting Artist (Interaction Designer), ArtCenter College of Design, Pasadena, CA 2017

- Adopted modern design framework to sketch out storyboards and wireframes, refining design system for a collaborative co-design workspace
- Using Raspberry Pi motion technology, established video production and editing techniques for embedded screens, forging collaborations with staff and students to overcome technical design challenges, resulting in public-facing sculptural installation
- Delivered formal lectures to 40+ people, detailing intellectual rationale and aesthetic concerns of gallery installation, contributing to design community by inspiring others and receiving critical feedback

Assistant Professor, University of Oklahoma, Norman, OK 2016-2018

- Founded and directed a research studio for Geography + Design, recruiting a team and managing a \$100K annual budget to make my department a national hub for Geo-Humanities research
- Authored new knowledge about wearable biomedical technologies, published by The MIT Press with reach across a dozen academic disciplines
- Taught digital media design frameworks in new curriculum, guiding 100+ students through iteration, critique, and technical skill acquisition, cultivating process from idea to product in multiple mediums
- Edited copy & content for the “International Journal of Humanities and Arts Computing,” serving as an intellectual leader for Geography + Design

Research Scholar (UX Product Designer), Stanford University, Palo Alto, CA

2012-2016

- Advanced industry norms of peer-reviewed, born-digital publishing by integrating UX Design principles into scholarly research, resulting in a wide-ranging university lecture circuit and a regular contributor to digital archiving initiatives
- Shepherded handoff of information architecture and wireframes to engineering team, convening regular meetings to ensure deadlines met, continuously iterating based on technical capacity, ending with the publication of Stanford University Press's first born-digital, peer-reviewed, interactive scholarly work
- Planned and executed usability testing events with 20+ stakeholders, moderating 4 sprints with results altering information architecture and navigation of project
- As product lead, used Adobe Suite and HTML to build out wireframes, prototypes, and journey boards, generating materials for user testing and design iterations

EDUCATION

Master of Fine Arts (M.F.A.), Visual Art, University of Minnesota-Minneapolis

2018-2021

Photography Instructor; Specialty in Experiential Installation

Doctor of Philosophy (Ph.D.), Geography, University of California-Los Angeles

2006-2010

Urban Geography Lecturer; Received grants for interview- and archive-based research

ADDITIONAL DATA

Languages: Italian (professional proficiency), Spanish (elementary proficiency), English (native)

Tech Skills: Adobe Suite (incl. XD, Photoshop, InDesign, Premiere Pro, Illustrator, and Audition), Figma, ArcGIS, Squarespace, Word Press, Flodesk, HTML, Google Workspace (aka G-Suite), MS Office Suite, Mac & PC OS

Other Interests: Desert Ecology, Aquatics, Sci-Fi TV, Aviation, Urban Geography, Motorcycles