



PERSONAL STATEMENT

I am an experienced Interaction Specialist with one foot solidly in the tech sector and one established in academic and creative research. I belong in a hybrid, strategic role that capitalizes on my multifaceted experience in process management, design thinking, HCI, and UI/UX innovation. Whether focusing on requirements analysis, user-centered design, or customer success strategies, I am a problem solver, advocate, and mentor who builds relationships, values clear communication, and loves data.

EMPLOYMENT AND EXPERIENCE *(abbrev.)*

- 2018 - present **Editor & Content Strategist - Ear to the Earth** (pro bono) - New York, New York, USA
Collaborative project with a small New England-based team, aiming to reboot Ear to the Earth, an online journal and creative nexus for acoustic ecology originally founded by Joel Chadabe. A merry band of academic sound geeks, we are working in our spare time to offload Ear to the Earth from its venerable founder's project backlog and bring it current with the field of sound art and technology. Among my roles on this team are interaction designer, style and content manager, pro tem webmaster, and contributing editor. After many months of behind the scenes work, the first issue is planned for Summer 2019.
- 2017 - present **Freelance Artist, Lecturer, & Researcher** - Barcelona, Spain
As a producer of interactive art, I rely on a research-based creative practice which brings together systems thinking, HCI design principles, cybernetic theory, and a post-structuralist view of New Media. My work tends toward interactive multimedia installations, and explores the mechanisms of agency, communication, and networked identity production. As a researcher, I present papers, lectures, and workshops on the themes of interaction design, algorithmic composition, and research as art practice. In the last 2 years, I have had exhibitions and residencies in the US, Spain, Norway, and Austria.
- 2017 - 2018 **GTA (Graduate Teaching Assistant) - UMaine Dept. of New Media** - Orono, Maine, USA
Teaching Assistant for NMD 251: "Electronic Music Composition," an introduction to MaxMSP programming. Assisted in lectures, occasionally as the lead; developed programming demos and interactive widgets as teaching examples; held office hours for 1:1 instruction; provided feedback on student projects.
- 2016 - 2018 **GRA (Graduate Research Assistant)/Lab Tech - IMRC Center Fab Lab** - Orono, Maine, USA
General operation, maintenance, & student mentoring in a state-of-the-art prototyping lab & maker space. Project manager and interaction designer for a custom facilities & equipment reservations platform. Process management and communication of community policies.
- 2015 - 2018 **Intermedia MFA Candidate/Researcher** - University of Maine
As a student and degree candidate in this immersive MFA program, I developed and defended a research-based experimental creative practice, working with interaction design principles and systems-based models of understanding to foster embodied experiences of interpersonal communication.
- 2015 - 2016 **GRA/Faculty Liaison for Emerging Technologies - ASAP Media Services** - Orono, Maine, USA
Research Assistantship focused on media/technology R&D, solution prototyping, undergraduate mentoring. Evangelized SDLC best practices and fostered skill development in Agile/SCRUM, user-centered design, and risk management techniques. Wrote functional requirements, acceptance tests, and project roadmaps.
- 2014 **Web Producer/Strategist - 10up LLC** - Rockwood, California, USA

- 2012 - 2013 **Senior Project Manager/Requirements Analyst - Creative Digital Imaging** - Bangor, Maine, USA
New Business consulting and team resource management for open source technologies and WordPress VIP. Promotion. As Senior Project Manager for CDI, I owned and promoted all aspects of a healthy project life cycle, from requirements analysis and documentation, to UX research and acceptance testing, to implementation of specialized business communications and custom enterprise solutions. In this role I also served as the Relationship Manager for our top tier clients nationwide, consulting on complex solution design and business process automation. In addition, I successfully drove process improvement, requirements management, and product development initiatives within my own organization.
- 2008 - 2012 **Senior Project Manager/Requirements Analyst - Creative Digital Imaging** - Bangor, Maine, USA
This was a client-facing role focused on requirements analysis and documentation of business logic for custom data processing and document presentment. In addition to specialized business communications, I designed and implemented custom web-based enterprise applications. CDI's data processing and presentment offerings specialized in bridging the gaps between data and service environments, while observing the highest standards of HIPAA and PCI compliance. My role as an analyst quickly expanded to become that of a Relationship Manager for many A-level institutional clients across the continental US.
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EDUCATION

- 2018 **MFA, Intermedia**
University of Maine, Orono, Maine, USA
Thesis: "Rediscovering the Interpersonal: Models of Networked Communication in New Media Performance"
Advisors: Dr. Owen Smith & N.B. Aldrich
Field Study: Prague, Budapest, Barcelona
GPA: 3.84 (max 4.0)
- 2015 **Bachelor of Arts, Art History (*summa cum laude*)**
University of Maine, Orono, Maine, USA
Capstone Thesis: "Shikoku Hachijuhachikasho Meguri" (Pilgrimage to the Sacred 88 Places of Shikoku, Japan)
Field Study: Tokyo & Shikoku, Japan
Advisor: Dr. Michael Grillo
Minors: Chemistry, Japanese language
GPA: 3.76 (max 4.0)
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KEY SKILLS & COMPETENCIES

- Languages:** English (native), Spanish (A2, actively studying), Japanese (B1)
- Software Development:** Interaction Design, UI/UX Research, Requirements Elicitation, Wireframing, Debugging, Agile/SCRUM methodologies, Jira, Asana, Trello, Gitlab, full stack literacy
- Communications:** Technical Writing & Copy Editing, Program Dev/Training, Grants/Proposals, Public Speaking
- Research:** Data Analysis, QA, Design Thinking, Hybrid Methodologies, Creative Practice

RELEVANT COURSES & TRAINING

- ~ Human-Computer Interaction
 - ~ Research Methodologies for Creative Production
 - ~ The Interactive Paradigm
 - ~ Metadata Systems
 - ~ Project Management Communication Strategies
 - ~ Digital Analytics Fundamentals
 - ~ Agile Development for Teams
 - ~ Risk Assessment for Business Analysts
 - ~ Requirements Elicitation and Prioritization
 - ~ Online Media Production
 - ~ Collaboration in Social Practice
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HONORS, AWARDS & RESIDENCIES *(abbrev.)*

- 2018 UMaine Intermedia MFA Research Grant '18
 - 2017 Hangar Interactive Lab (Barcelona) R&D Grant/Residency '17
Dr. Cynthia Nelson Memorial Scholarship '17
UMaine Intermedia MFA Research Grant '17
 - 2016 Cabaret Voltaire Guild of Artists, Cabaret der Künstler – Zunfthaus Voltaire, *inducted*
UMaine Graduate Research Symposium '16, 1st place Intermedia Exhibit
UMaine Intermedia MFA Research Grant '16
 - 2013 KahBang Arts Visionary Council, *inducted*
 - 2005 Vincent Hartgen Award for “*Nonconformism in the Evolution of Kimono*,” 2004
 - 2003 Bangor *LocalFest*, leadership honorarium
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PERFORMANCES, EXHIBITIONS & LECTURES

- 2019 Collaborative exhibition, *Algorithms That Matter*, IEM, Graz, Austria
“Biofeedback as a Controller in Generative Music and Live Coding.” *VIU*, Hangar.org, Barcelona
- 2018 Live-coding performance, *Algobiente*, L’Antic Forn de Vallcarca, Barcelona
“Duet for Bow Chime and EEG.” *Does 11*, Apohadion Theatre, Portland, Maine
“I Am Sitting...” *Algorithms That Matter*, Lydgalleriet, Bergen, Norway
“I Am Sitting...” UMaine Intermedia MFA presents *Without Borders Festival XV*
“Transfer” solo photo exhibition, The White Gallery, Barcelona
- 2017 “Transfer” solo photo exhibition, IMRC Center, Orono, Maine
“THATCamp on Visualizing the Brain.” Workshop for Maine Digital Humanities Week 2017
“Brain-Computer Interfaces for Performance.” Artist talk, Tuesdays @IMRC lecture series, Orono, Maine
“Interfacio/Extrospacio.” Self-curated collaborative exhibition, The White Gallery, Barcelona
“Paratext 19.” Artist talk, Hangar.org, Barcelona
“I Am Sitting...” Studio Ajar Presents Four Aspects: Contemporary Performance in Practice
“Notes from a Research-based Experimental Practice.” UMaine Museum of Art’s Art@Noonlecture series
“Motive: Considerations of a Research-based Performance.” UMaine Graduate Research Symposium '17
“I Am Sitting...” Black Mountain College {RE}Happening Biennial
“Honoring Pauline Oliveros.” (as Experimental Music Collective) Back Cove Contemporary Music Festival
- 2016 “Motive.” IMRC Center, Orono, Maine

2016 cont. “Ono. Oliveros. Cardew.” (as Experimental Music Collective) Farmington, Maine & Orono, Maine
“Abandoning Free Will.” *Spontaneous Performances* at Manifesta 11, Cabaret Voltaire, Zurich (nominated)
“Alvin Lucier: Poet of Acoustic Phenomena.” IMRC Center, Orono, Maine
“I Am Sitting...” UMaine Graduate Research Symposium ‘16 (awarded)
“Experiment #27: Control.” IMRC Center, Orono, Maine
“Chromesthesia Fabula.” IMRC Center, Orono, Maine

VOLUNTEERISM / COMMUNITY INVOLVEMENT

Documentation & Programming Support, VIU/TOPLAP-BCN, Barcelona, 2018 – 2019
Councilor, KahBang Arts Visionary Council, 2013 – 2015: Appointed office.
Workshop instructor: KahBang Arts/Launchpad, Bangor, Maine, 2011 – 2018
Chair, KBA Board of Directors, 2011 – 2012: Elected office.
Senior ESL coach, Tokyo, Japan, Oct. 2005 – July 2006
Volunteer, Cirque du Poulet Collaborative Arts Festival, Frankfort & Belfast, Maine, 2004 – 2006
Cofounder, Community Initiative for the Arts, Bangor, Maine (sponsor of *LocalFest* 2003 – 2004)