

EDUCATION

- 2014 – 2016 **New York University : Tandon School of Engineering**
Master of Science – Integrated Digital Media – Interaction Design Brooklyn, NY
- 2008 – 2012 **Wesleyan University**
Bachelor of Arts – French Studies – Fine Art Photography Concentration Middletown, CT
MERITS: Scott Prize for excellence in modern languages
Susan Frazer Prize for distinguished work in French language – Dean's List
- AUG 2010 – JAN 2012 **Vassar-Wesleyan Program in Paris**
Université Paris-Diderot (Paris VII) – French Literature Paris, France
Université Sorbonne Nouvelle (Paris III) – Audiovisual Communication
Spéos Paris Photographic Institute – Photography

EXPERIENCE

- OCT 2015 – PRESENT **Tanooki Labs**
Lead iOS Developer – Product Designer New York, NY
Designed and collaborated in developing iOS applications for client projects.
Built complex mobile applications that have been successfully delivered to the App Store.
Extensive use of object-oriented programming, protocol-oriented programming, MVC, and MVVM.
CLIENTS: WearWorks • Hylonome • Quartz • Dow Jones • Radar • Market Touch • Signal • Furenexo
- MAY 2015 – PRESENT **Tech Kids Unlimited : LOLA**
iOS Developer – UX Designer Brooklyn, NY
Lead architect in charge of developing LOLA app for iOS : a digital tool to help children on the autism spectrum master social and daily living skills through funny, animated reminders.
Designed and built the UI and application logic using Objective-C, iOS SDK, and Parse SDK.
Handled development of frontend client, data modeling, and API integration.
MERITS: • Awarded with \$12,500 as the winner for Best Social/Emotional Solution, and Popular Choice Award at the 2015 AT&T Connect Ability Challenge
• Featured at the 2018 Access+Ability exhibition at the Cooper Hewitt, Smithsonian Design Museum
- FEB 2013 – SEP 2015 **Catchpoint Systems**
UI / UX Designer New York, NY
Designed complete end-to-end user interfaces from inception to implementation.
Developed conceptual models, process flows, and strategies for user experience optimization.
Synthesized user stories into interactive prototypes, wireframes, and mockups for data and analytics interfaces.
Designed, documented and developed UI standards for interaction components, patterns, and guidelines.
Managed usability labs and user feedback to create improvements.
- APR 2013 – OCT 2013, MAR 2008 – AUG 2008 **Vivai**
UI / UX Designer – Web Developer Montevideo, Uruguay
Designed responsive layouts for ecommerce platform to meet user demands on iPhone, iPad and Web.
Provided UI components such as iconography, graphic elements, and navigation tools.
Implemented all design stages from concept prototyping to final engineering process.

AUG 2011 – FEB 2013

WABEL

UI / UX Designer

Paris, France

Analyzed business goals and translated them into compelling user experiences.

Created storyboards and wireframes to showcase the overall product usability.

Conducted strategic planning meetings to determine product features, user interactions, and design elements.

Reviewed product to ensure that content matched style standards and maintained an overall consistency.

TEACHING

FALL 2012

Teaching Assistant

French 111: Intermediate French

Wesleyan University

SPRING 2012

Teaching Assistant

French 101: Beginner's French

Wesleyan University

DEC 2010 – OCT 2011

Full-Time Language Instructor

Intermediate & Advanced: Spanish, English

PalmaSpeak Language Institute

DEC 2010 – JUL 2011

Private Tutor

English Literature

Paris, France

EXHIBITIONS

JAN 2018

Access+Ability, Cooper Hewitt, Smithsonian Design Museum

New York, NY

SEP 2014

The Pop-Up Art Show

Bronxville, NY

OCT 2013

RE-STRUCTURE, Brooklyn Fire Proof

Brooklyn, NY

NOV 2012

SWERVED, Zilkha Gallery

Middletown, CT

MAY 2011

Vernissage Printemps 2011, Studio Vermès

Paris, France

MAY 2011

Spéos Exhibition 2011, Spéos Paris Photographic Institute

Paris, France

ADDITIONAL INFORMATION

LANGUAGES

- **ENGLISH:** Fluent — **SPANISH:** Fluent — **FRENCH:** Fluent — **PORTUGUESE:** Conversational

SKILLS

- **iOS DEVELOPMENT:** Swift, Objective-C, Xcode — UIKit, Auto Layout, Core Data, Core Animation, Core Bluetooth, GCD — Realm, Parse, Crashlytics — XCTest, Quick, Nimble — App Store Deployment, Continuous Integration.
- **WEB DEVELOPMENT:** HTML 5, CSS 3, Sass — JavaScript (ES6), React, AJAX — MongoDB, SQL, Firebase — Jest, Mocha.
- **BLOCKCHAIN DEVELOPMENT:** Ethereum, Smart Contracts, ERC20 Tokens, Light Clients — Solidity, Truffle, Geth, TestRPC.
- **DESIGN:** Adobe Creative Suite CC (*Photoshop, Illustrator, InDesign*), Sketch — Balsamiq Mockups, InVision, Framer.
- **CREATIVE PROGRAMMING:** Processing, ActionScript 3, Max/MSP.
- **PHYSICAL COMPUTING:** Arduino Microcontrollers, Particle Photon Boards, Bluetooth Low Energy / iBeacon sensors.
- **DATA VISUALIZATION:** D3, Tableau, CartoDB.