

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**
iOS Developer — Product Designer New York, NY
Designed and developed iOS applications for a large number of internal and client projects.
Wrote production-level applications in Swift and Objective-C using public APIs and in-house solutions.
Created complex mobile apps that have been repeatedly delivered to the App Store with success.
Proficient with Xcode, iPhone SDK, continuous integration, Apple approval & distribution process.
Extensive use of object-oriented programming, protocol-oriented programming, MVC, and MVVM.
- 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: LOLA was awarded with \$12,500 as the winner for Best Social/Emotional Solution, and Popular Choice Award at the 2015 AT&T Connect Ability Challenge
- 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.

JUL 2011 – SEP 2011

SmartDate

Backend Developer – Associate Product Manager

Paris, France

Planned and developed features for an internal web application to monitor business KPIs.
Helped maintain a system written in PHP that allowed to quickly analyze data, both in real-time and offline.
Participated in the ongoing development of metrics to drive performance to goals.

JAN 2009 – DEC 2012

Wesleyan University : Film Studies Department

Publications Designer

Middletown, CT

Edited, designed and laid out a series of print materials including the bi-monthly Film Series Calendar and the Senior Film Theses Booklet.
Worked with a creative team to ensure a consistent look and feel was applied throughout the publications.
Applied a strong sense of typography, layout, and a clean design aesthetic to ensure design expectations were met.

EXHIBITIONS

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

- **DESIGN:** Adobe Creative Suite CC (*Photoshop, Illustrator, InDesign*), Sketch — Balsamiq Mockups, InVision, Framer.
- **MOTION:** After Effects, Premiere Pro, Edge Animate.
- **DATA VISUALIZATION:** D3, Tableau, CartoDB.
- **iOS DEVELOPMENT:** Swift, Objective-C, iOS SDK, Xcode — Parse SDK, Crashlytics, Realm, Core Animation, CI.
- **WEB DEVELOPMENT:** HTML5 & CSS3, SCSS — JavaScript, jQuery, AJAX — MongoDB — PHP, MySQL, XML.
- **PROGRAMMING:** Processing, ActionScript 3, Max/MSP.
- **PHYSICAL COMPUTING:** Arduino Boards, Particle Photon Boards, iBeacon sensors.