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Highlights

- Assistant Professor in Design at Queens College, CUNY (Tenure-Track)
- MPS in Design Technology from New York University, Interactive Telecommunications Program
- BFA in Graphic Design from the University of the Arts
- Social Justice and Design Technology Fellowship with Color Of Change
- Guinness World Recorded holder
- Founded and created Datavisual, a data visualization design software application used by 15,000 people
- Received \$178,570 in awards, grants and investments
- 24 presentations and 8 workshops in the US and internationally
- Exhibited creative work in 19 shows and performed live at 4 events
- 16 articles written about my work
- Partial professional client list: AT&T, VICE Media, Gartner, Color Of Change, American Express, TIAA CREF, Girl Scouts of America.

Education and Academic Appointments

Master of Professional Studies, New York, NY

Interactive Telecommunications Program (ITP), New York University 2011–2013.

Area of Emphasis: Design Technology (Combining design principles with engineering, data visualization, programming, musical innovation and game development).

Bachelor of Fine Arts

University of the Arts, Philadelphia, PA 2000–2004.

Area of Emphasis: Graphic Design.

Pre-College Program

Rhode Island School of Design, Providence, RI 1999 June–August.

Area of Emphasis: Graphic Design.

Research Interests

Data Visualization Design

Physical Interaction Design

Creative Coding

Social Justice

Musical Innovation

Professional Design Practice

Website Design and Development

Branding Design

Custom Design Software Development

Data Visualization Design and Development

Academic Appointments

Google, Summer of Code

Mentor 2015

Decoded

Facilitator 2014–2017

New York University

Interactive Telecommunications Program, Research Resident Fellow 2013–2014

Queens College, CUNY

Adjunct Professor, Design 2013–2015

Art Department, Design, Deputy Chair 2017, 2024

Assistant Professor, Design, Tenure Track 2015–Present

Scholarship and Creative Production

Fellowships and Residencies

New York Hall of Science (NYSci). Maker in Residence. Working on projects to be presented in the museum and workshops for museum staff and guests. (2024).

Faculty Fellow. An Interdisciplinary Design Program: Incorporating Making and Design Thinking to Enhance Undergraduate STEM Education. National Science Foundation. \$2,172,613. (2019-2024).

Catwalk Artist Residency. Three week Summer residency focused on researching generative artificial intelligence platforms. Catskill, NY. (2023).

Creative Technologist Fellow. Ford Foundation and Media Democracy Fund Tech Exchange Fellowship. Color of Change. \$80,000. (2017).

Finalist. Eyebeam TRUST Fellowship. Top 50 Finalist out of 350 Applicants. (2017).

Finalist. Innovator in Residence. Knight Foundation. Florida International University. Miami, Florida. (2016).

Finalist. OpenNews, Knight-Mozilla Fellowship. Knight Foundation and Mozilla Foundation. (2014).

Awards, Grants and Investment (10 – \$178,570 total/\$147,920 external)

Ford Foundation and Media Democracy Fund Tech Exchange Fellowship, Color of Change. \$80,000. (2017).

Mellon Foundation, Diversity Enhancement Research Grant Award. \$9,420. (2017).

CUNY Fine and Performing Arts Course Design Award. To developed Physical Computing course. \$2,500. (2017).

Mellon Foundation, Diversity Enhancement Research Grant Award. \$25,000. (2016).

Queens College Tech Fee Award. Funding for Laser Cutter. \$28,150. (2016).

New York Daily News Innovation Lab. \$25,000 investment recipient for Datavisual. (2014).

Guinness World Record Holder. Largest Multiplayer Game on a Single Screen for Splat. (2013).

New York University Summer Launchpad. 1 of 9 selected from 500 applicants. \$7,500. (2013).

University of the Arts Senior Degree Project Award. (2004).

University of the Arts Promising Artist Award. (2000).

Presentations and Panels (24)

Woo, D. (May 2023). Outlier Conference. Exploring the Role of AI in Optimizing the Data Pipeline. Online presentation. Porto, Portugal.

Woo, D. (September 2022). San Diego Design Week. Using Design and Technology for Social Good. Online presentation. San Diego, California. <https://sddesignweek.org/2022/programs/talks-interviews-panels/using-design-and-technology-for-social-good>

Woo, D. (June 2022). Hawaii University International Conference: STEM, STEAM and Education. Playing College: Making & Designing-Thinking STEAM in Undergraduate Education. Poster presentation. Prince Resort. Honolulu, Hawaii.

Woo, D. (May 2021). Asian Americans in STEM. Panel Discussion. Online. Discussion led by President Frank Wu for Asian American and Pacific Islander Heritage Month. Queens College, CUNY. Queens, New York.

Woo, D. (March 2020). "Data Visualization Design: Tools and Best Practices." Presentation. NYC OpenData Data Viz Hackathon. Queens College, CUNY. Queens, New York.

Woo, D. (April 2018). "Using Data, Design and Code for Social Advocacy." Presentation. Copenhagen Institute of Interaction Design. Copenhagen, Denmark.

Woo, D. (October 2017). Queens College Design Faculty Show. Panel Discussion. Godwin-Ternbach Museum. Queens College, CUNY. Queens, New York.

Woo, D. (February 2017). "Data Driven Activism." Presentation. Graduate Media Studies Colloquia. Queens College, CUNY. Queens, New York.

Woo, D. (May, 2017). Data Journalism Tools and Best Practices. Panel Discussion. 2017 GEN Data Journalism Unconference. London, United Kingdom.

Woo, D. (June 2016). "Datavisual: Data Visualization Software." 2016 EYEO Conference "Show and Tell." Presentation. Walker Art Center. Minneapolis, Minnesota.

Woo, D., Withanachchi, S., Schlichting, K. and Fernández, P. (November 2016). "Success on the World Stage: The Economic Impact of Internationalization on Minority Immigrant Students and Alumni at an Urban Campus." Presentation. Mellon Faculty Diversity Conference. Queens College, CUNY. Queens, New York.

Woo, D. (December 2016). "Data Visualization and Datavisual." Presentation. L2 Inc. "Lunch and Learn." New York, New York.

Woo, D. (September 2015). "Designing with Code." Presentation. NYC Media Lab Summit, The Demos. Kimmel Center for University Life. New York University. New York, New York.

Woo, D. (September 2015). "Datavisual: Data Visualization Software." Presentation. Razorfish Global Technology Summit, Three Sixty°, New York, New York.

Woo, D. (June 2015). "Datavisual." Startups for News Pitch Competition. Presentation. 2015 Global Editors Network Summit. Barcelona, Spain.

Woo, D. (September 2014). "Fast and Easy Data Viz with Datavisu.al." Presentation. 2014 ONA (Online News Associate) Conference, The Midway. Chicago, Illinois.

Woo, D. (September 2014). "Datavisual." Presentation. PBS Mediashift Collab/Space. TechNexus. Chicago, Illinois.

Woo, D. (December 2014). "Design, Technology and Innovation." Presentation. Editorial Innovation Meeting. SourceMedia. New York, New York.

Woo, D. (May 2014). "Creative Technology and Artist Talk." Presentation. San Diego State University. San Diego, California.

Woo, D. (February 2014). "Datavisual and ITP." Presentation. GE Software Center of Excellence. San Francisco, California.

Woo, D. (February 2014). "Datavisual in the Newsroom." Presentation. Founder's Roundtable Event. New York Daily News. New York, New York.

Woo, D. (August 2013). "Creative Technology and Artist Talk." Presentation. NYU Stern 9 for 9 Series. New York University. New York, New York.

Woo, D. (June 2013). "Creative Technology, Datavisual and NYU ITP." Presentation. 2013 WebVisions Conference. Barcelona, Spain.

Woo, D. (June 2013). "Datavisual." Hyperakt Data Visualization Backyard Chat. Presentation. Hyperakt. Brooklyn, New York.

Woo, D. (June 2013). "Datavisual: Data Visualization Software." 2013 EYEO Conference "Show and Tell." Presentation. Walker Art Center. Minneapolis, Minnesota.

Woo, D. (May 2013). "Datavisual." AIGA/NY My Dog and Pony: Fresh Blood IV. School of Visual Arts Theater. Presentation. New York, New York.

Workshops (8)

Woo, D. (December 2023). Code and Audio. Workshop. WFMU Radio. Jersey City, New Jersey.

Woo, D. (September 2023). Photocell Theremin Soldering. Workshop. WFMU Radio. Jersey City, New Jersey.

Woo, D. (September 2017). Data Visualization Design. Workshop. San Diego State University. San Diego, California.

Woo, D. (June 2017). Data Visualization Design. Workshop. Interactive Telecommunications Program (ITP) Camp. New York University. New York, New York.

Woo, D. (January 2017). Generative Type Design. Workshop. San Diego State University. San Diego, California.

Woo, D. (July 2016). Interactive Data Visualization. Workshop. The Makery. Brooklyn, New York.

Woo, D. (August 2014). Photocell Theremin Soldering. Workshop. Beam Center. Brooklyn, New York.

Woo, D. (October 2013). "Processing and Design." Workshop. New York University, Interactive Telecommunications Program (ITP). New York, New York.

Invitational Exhibitions (19)

Woo, D. (2022). AC Symphony. Maker Music Festival 2022. International. Online. <https://www.makermusicfestival.com/projectdirectory/ac-symphony/>

Woo, D. (2021). AC Sequencer. Maker Music Festival 2021. International. Online. <https://www.makermusicfestival.com/projectdirectory/ac-sequencer/>

- Woo, D. (2021). RFID Beat Box. Maker Music Festival 2021. International. Online. <https://www.makermusicfestival.com/projectdirectory/rfid-beat-box/>
- Woo, D. (2020). Heads of State. The Weekly Weekly Presents, Homeward Bound, An online art festival of digital artwork inspired by and for people stuck inside during the quarantine due to the COVID-19 pandemic. Online. homewardbound.theweeklyweekly.com
- Woo, D. (2019). AC Symphony. Queens College Art Department Faculty Show. Queens College. CUNY. Queens, New York.
- Woo, D. (2018). Poster Curation. Queens Selects. Godwin-Ternbach Museum. Queens College, CUNY. Queens, New York.
- Woo, D. (2017). Data-a-Day in a Post-Truth World. Queens College Design Faculty Show. Godwin-Ternbach Museum. Queens, New York.
- Woo, D. (2015). AC Symphony. Vanderbilt Republic's Art from the Heart. Vanderbilt Republic Gallery. Brooklyn, New York.
- Woo, D. (2014). AC Symphony. "Office Hours." DUMBO Arts Festival. Brooklyn, New York.
- Woo, D., Zannier, F. and Groman, P. (2014). SPLAT! Austin. VICE and AT&T Mobile Movement Event. South by Southwest (SXSW). Austin, Texas.
- Woo, D. (2014). AC Symphony. Death by Audio, Death by Art. Death by Audio. Brooklyn, New York.
- Woo, D. and Chen, A. (2013). Type Galapagos. New Biologies. The 92Y Tribeca. New York, New York.
- Woo, D. (2012). Light Hum. ITP Winter Show. New York University, Interactive Telecommunications Program (ITP). New York, New York.
- Woo, D., Pena Costa, G., Kleback, M. and Merhi, Y. (2012). Scream Booth. ITP Winter Show. New York University, Interactive Telecommunications Program (ITP). New York, New York.
- Woo, D., Zannier, F. and Groman, P. (2012). SPLAT!. ITP Winter Show. New York University, Interactive Telecommunications Program (ITP). New York, New York.
- Woo, D. and Chen, A. (2012). Type Galapagos. ITP Spring Show. New York University, Interactive Telecommunications Program (ITP). New York, New York.
- Woo, D. (2012). Circuit Board. ITP Spring Show. New York University, Interactive Telecommunications Program (ITP). New York, New York.
- Woo, D. and Samoilescu A. (2012). Bocce Draw. ITP Spring Show. New York University, Interactive Telecommunications Program (ITP). New York, New York.
- Woo, D. and Kleinman, S. (2011). RFID Beat Box. ITP Winter Show. New York University, Interactive Telecommunications Program (ITP). New York, New York.

Live Performances (4)

Woo, D. (2015, October 17). AC Symphony Performance. Vanderbilt Republic's Art from the Heart Opening Reception. Vanderbilt Republic Gallery. Brooklyn, New York.

Woo, D. (2013, June 20). Light Hum Performance. Pianos. New York, New York.

Woo, D. (2013, April 27). Light Hum Performance. Secret Project Robot. Brooklyn, New York.

Woo, D. (2012, December 9). Light Hum Performance. NIME 2012. Glasslands. Brooklyn, New York.

Articles Published (5)

Woo, D. (2023). Creative Coding at Queens College, CUNY. Processing Community Catalog 2001-2021. The Processing Foundation. 901.

Woo, D. (2022). Visualizing our Daily Realities. "Future of Data Science" anthology. Data Science by Design. 55-59.

Woo, D. (2022). Visualizing Data as a Means to Cope with the Pandemic. Message Journal, Issue 5. Covid 19 Special Issue. University of Plymouth Press, UK. 218-220. <https://pearl.plymouth.ac.uk/handle/10026.1/18929>

Woo, D. (2021, Summer). Q&A, Where can design make the most impact in our current educational systems? Design Museum Magazine. The Education Issue. Design Museum Everywhere, publisher. 12-13.

Woo, D. (2005). American Stringed Instruments. 2005 Graphis Interactive Design 3. Published by Graphis. 148-149.

Popular Press or Special Interest Publications (16)

Cohen, J. (2022, February 24). "Crafting User Experience." Queens College Podcast. <https://queenspodcastlab.org/event/danne-woo-queens-college-on-crafting-user-experience/>

Heller, S. (2017, July 31). "Data-a-Day in a Post-Truth World." Print Magazine. <https://www.printmag.com/post/data-day-post-truth-world-datavisual>

Rushkoff, D. (2017, February 22). "Danne Woo, Visualizing Reality." Episode 25. Team Human Podcast. <https://www.teamhuman.fm/episodes//ep-25-danne-woo-visualizing-reality>

Weinstein, K. (2016). Interview with Kathryn Weinstein. Designer Magazine.

Silverman, J. (2015, February 23). "Datavisual concludes successful embed with Daily News Innovation Lab after 14 months working along reporters and editors in the newsroom." New York Daily News. <https://www.nydailynews.com/life-style/datavisual-concludes-successful-embed-daily-news-article-1.2126471>

Galicz, J. (2014, September 26). "Simplifying Data Viz in the Newsroom." ONA Student Newsroom. <https://newsroom.journalists.org/2014/09/26/simplifying-data-viz-in-the-newsroom/>

Golgowki, N. (2013, December 2). "Daily News welcomes Datavisual startup to newsroom as part of Innovation Lab program." New York Daily News. <https://www.nydailynews.com/news/national/news-welcomes-datavisual-startup-newsroom-article-1.1535416>

Tara, M. and Adler, P. (2013, March). "The Recommender: Greg Alvo, Jane McGonigal And More On What They're Loving This Month." Fast Company. Print and Digital. <https://www.fastcompany.com/3005149/recommender-greg-alvo-jane-mcgonigal-and-more-what-theyre-loving-month>

Blum, S. (2013, March 4). "Mobile gamers hope for new world record after social splat." The Guardian. <https://www.theguardian.com/technology/us-news-blog/2013/mar/04/splat-student-mobile-video-game>

Richardson, M. (2013, March 6). "Bird poop and Big Screens: Attempting a multiplayer world record." Engadget. <https://www.engadget.com/2013-03-06-bird-poop-and-big-screens-attempting-a-multiplayer-world-re.html>

Colombo, M. (2012, March 13). "Longboard Generates Light While You Ride." Make Magazine. <https://makezine.com/2012/03/13/longboard-generates-light-while-you-ride/>

Heater, B. and Stevens, T. (2012, June 25). "The Engadget Show 34: LeVar Burton, weather balloons over Alaska, Northeastern University and ITP." Engadget. <https://www.engadget.com/2012-06-25-the-engadget-show-34-levar-burton-weather-balloons-over-alaska.html>

Dent, S. (2012, December 14). "Light Hum: a pure analog theremin that converts rays into electro-grooves (video)." Engadget. <https://www.engadget.com/2012-12-14-light-hum-a-pure-analog-light-theremin.html>

Cha, B. (2011, December 16). "Now hear this: Beat box creates music using RFID tags." Cnet. <https://www.cnet.com/news/now-hear-this-beat-box-creates-music-using-rfid-tags/>

Bohn, D. (2011, December 16). "RFID Beat Box creates music with wireless discs." The Verge. <https://www.theverge.com/2011/12/16/2639666/rfid-beat-box-creates-music-with-wireless-discs>

Heater, B. (2011, December 15). "Beat Box table turns RFID tagging into beautiful music." Engadget. <https://www.engadget.com/2011-12-14-beat-box-table-turns-rfid-tagging-into-beautiful-music.html>

University Teaching

Assistant Professor of Design

Art Department

Queens College, City University of New York (CUNY) 2013–Present

Teach 6 design courses annually in program leading to BFA degree. Participate in Design Program, Art Department, College and University committees. Advise undergraduate students. Developed new courses focused on design and technology including Web Design 2, Creative Coding, Data Visualization and Physical Computing. Developed and manage the system for students to submit their portfolios for review.

Art Department, Deputy Chair, Design 2017

Queens College, CUNY Teaching

ARTS 214, Web Design I ([webdesign1.danne.design](#))

ARTS 249, Creative Coding ([creativecoding.danne.design](#))

ARTS 265, Physical Computing ([pcomp.danne.design](#))

ARTS 269, Information Design

ARTS 270, Data Visualization ([dataviz.danne.design](#))

ARTS 314, Web Design II ([webdesign2.danne.design](#))

ARTS 370, Special Topics in Design

ARTS 393, Independent Internship

Queens College, CUNY Guest Lectures

ARTS 263, App Design

MEDST 381, Advanced Studies in Media

STPER 200, Introduction to Counseling and Advisement

Queens College, Thesis Advisor

BFA, Design and Macaulay Honors student Bian Pasillio, 2022.

BFA, Design and Macaulay Honors student Kristine Cleo Albaran, 2021.

BA, Computer Science and Macaulay Honors student Devin Lee, 2018.

Discipline Related Service

Organization Leadership

Data Visualization Society. Education Director, Board of Directors. 2024–Present.

Design Innovation Institute (Dii). Board of Trustees. Member. 2020–Present.

Connecticut Friends School. Volunteer Interim Director. 2020.

Connecticut Friends School. Board of Trustees. Member. 2018–2022.

Advisor and Mentor

Career Mentor

Yujeong (Andie) Han. New York University. Tisch Mentor Program. 2023.

HaoChe Hung. Data Visualization Society Mentorship Program. Summer 2023.

Jessica Russo. Data Visualization Society Mentorship Program. Spring 2023.

Kate Miller. Data Visualization Society Mentorship Program. Spring 2023.

Anh Le. New York University. Tisch Mentor Program. 2022.

Dan Phan. American Institute of Graphic Arts (AIGA) Mentorship Program. 2022.

Munus Shih. American Institute of Graphic Arts (AIGA) Mentorship Program. 2022.

Siyuan Zan. New York University. Tisch Mentor Program. 2021.

Thesis Reviewer. New York University, Interactive Telecommunications Program (ITP). 2021, 2020, 2017, and 2015.

Company Advisor. Serval Ventures. Startup Incubator. 2016.

Membership in Professional Organizations

Data Visualization Society. 2021-Present.

American Institute of Graphic Arts, New York Chapter. 2021-Present.

College Art Association. 2016, 2020-Present.

Design Museum Everywhere. 2020-Present.

American Institute of Graphic Arts, San Diego Chapter. 1995-2000.

Service to The Community

“Chart-a-Day in a Post Truth World.” Online artist talk for New York University’s *Color Me an Activist: Embracing Activism through Art* event sponsored by the CAS Student Council. New York, New York. 2021.

“A Conversation with Danne Woo.” Online presentation for 9th grade students. Pioneer Valley Chinese Immersion Charter School. Hadley, Massachusetts. 2021.

NYC OpenData Data Viz Hackathon. Facilitator and Presenter. Queens College, CUNY. Queens, New York. 2020.

“Making Music with Electricity.” Hands on workshop for Connecticut Friends Preschool May Day Festival. Connecticut Friends Preschool. Wilton, Connecticut. 2019.

“Design Technology Artist Talk.” Presentation for high school students. World Journalism Preparatory: A College Board School. Queens, New York. 2019.

Bronx Design and Creative Tech Pathways. Steering Committee. Member. Bronx, New York. 2019.

Professional Development: Design / Practice

AI in the Classroom. CUNY Innovative Teaching Academy. Online. 2023.

Text-to-image with Stable Diffusion Course. CultureHub. Online. 2023.

Presenting Data and Information course by Edward Tufte. New York Marriott Marquis. New York, New York. 2016.

University Governance

Queens College, College-Wide Committees

Augmented Reality and Virtual Reality Queens College Facility Committee. Steering Committee Member. 2020.

National Science Foundation Grant Committee. Steering Committee Member. 2019.

School of Data Committee. Steering Committee Member. 2018.

Art Department Committees, Queens College

P&B Committee. Member. 2023.

Art Department Curriculum Committee, Design. Steering Committee Member. 2019.

New Faculty Search Committee, Animation. Steering Committee Member. 2017.

Other Service, Queens College

New courses introduced and approved for the major: ARTS 265 Physical Computing. 2020.

New courses introduced and approved for the major: ARTS 270 Data Visualization. 2020.

Queens College Undergraduate Open House. 2019.

Peer Advising, Design. Faculty Lead. 2019.

Studio Art. Senior Project Advisor. 2019.

Graduation. 2016-2020.

Queens College Library Maker Space. Design Liaison. 2017-Present.

Queens College Tech Incubator. Design Liaison. 2017-Present.

Media Studies. Design Liaison. 2017-Present.

Developed Study Aboard Scholarship Program through Diversity Enhancement Research Grant. 2017.

Klapper 107 Lab Supervisor. 2016-2020.

E-Permits Advisor. 2016-Present.

Internship Advisor. 2015-Present.

Evening Advisor, Design. 2016.

Asian Studies. Design Liaison. 2016.

Spring Information Sessions for Accepted Students. 2016.

Graphic Design Student Show. Sponsor and Co-Curator. 2016.

Professional Design and Consulting Experience

Danne Woo Design

Owner and Creative Technologist 2011–Present

Offering consulting services in graphic design, art direction, user experience design, user interface design, website design, front-end web development, backend web development, physical computing, prototyping, data visualization design, custom software design and development, animation and video editing. Partial client list:

AT&T	Color of Change
CreditXPpress	Fidelitrade
Gartner	Kekst
New York University	Robert Wood Johnson Foundation
Straight Line Capital	VICE Media

Datavisual, Inc.

Founder and President 2013–Present

Datavisual (www.datavisu.al) is a data visualization design platform that is predominately used by educators, researchers and journalists to help them add data driven graphics to their stories and reports. I worked on business development, software design, graphic design, marketing, sales, management, front-end development, backend development and lead a small team of developers, designers and data analysts. We currently have 15,000 users. Partial user list:

Accenture	Amazon
Arizent	Boston University
Cal Poly	Citi Group
City University of New York	Columbia University
Copenhagen Institute of Interaction Design	Deloitte
Financial Times	Gartner
Georgetown University	Irish Times
Massachusetts Institute of Technology	Metropolitan Museum of Art
Nature	NBC Universal
New York Daily News	New York University
Northwestern University	Propublica
Rhode Island School of Design	Stanford University
University of California, Berkeley	University of Michigan
University of Southern California	US News and Reports
Verizon	

Thinking Hz

Co-Founder and Creator 2017–Present

Thinking Hz is a indie label for handmade soundtoys and diy instruments, ThinkingHZ is a collective of NYC-based electronic music artists, building and selling the objects of their dreams. The collective's contributing creators are Johann Diedrick, Mark Kleback, Michelle Cortese, Nick Yulman and resident designer Danne Woo. thinkinghz.com

Color of Change

Ford Foundation & Media Democracy Fund Tech Exchange Creative Technologist Fellow 2017–2018

I worked on projects, tools and products to promote diversity and the eradication of racial injustice among the Black community in the United States. I continue to work with Color of Change as a consultant helping them with website design and development, data collection and analysis as well as helping build their data and technology team. Notable projects include:

Police Piggy Bank, policepiggybank.com
No Cash For Cops, nocashfromcops.org
Care > Cages, freedom4florida.org
Humanity Not Cages, humaneoutbreakresponse.org
Building Voter Power, votingrights.colorofchange.org
Stop Ed Buck, stopedbuck.org
Color Of Change Website, colorofchange.org
100 Days of Justice, reformstl.org
Black Census, blackcensus.org
#Remix4Change, remix4change.glitch.me

BigPlay

Co-Founder and Creative Director 2013–2016

Business development, game design, graphic design, illustration, marketing, art direction and front-end website development for mobile and video walls. Our first project, Splat!, received a Guinness World Record for the most players playing a game at the same time on the same screen. www.bigplay.me

Infinia Group

Senior Designer, Digital 2007–2011

Graphic design, user experience design, user interface design, branding, brand strategy, art direction, naming, site-maps, wire-frames, front-end web development, data visualization, software design and development, flash animation and video editing. Selected clients include:

Better Homes and Gardens
Continuum Health Partners
Nielsen
College Board
Deloitte

Creative Source, Inc.

Art Director & Web Designer 2004–2007

Graphic design, branding, marketing, website design, front-end web development and flash animation. Partial client list includes:

American Express
Federal Reserve Bank of NY
TIAA CREF
Deutsche Bank
Girl Scouts of America
YMCA