



## Product Designer

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## EXPERIENCE

### Freelance Product Designer *May '15 - Present*

Collaborating with developer teams and managing a wide variety of cross-media projects involving branding, UI/UX and 3D design for clients such as Costco, LogicLink inc. and Innovative Food Systems

### Digital Media Art Instructor *Aug '18 - May '20* San José State University

Taught Adobe Creative Suite, video production, 3D modeling, AR & VR, web design and creative coding to 100+ undergrads

### Experiential Producer *Aug '19 - Nov '19* WeWork – Future Cities Initiative

Liaised with production/design teams and vendors to execute live, experiential events—predominantly installation and audio-visual tech support

### MultiMedia Design Intern *Aug '17 - Dec '17*

#### ZERO1: The Art & Technology Network

Created assets and layout for landing pages, developed visual guidelines for newsletter campaigns and video post-production

## PROJECTS

### [Churned Creamery](#) *Jul '20 - Ongoing*

#### Innovative gelato line launching at Costco

Single-handedly delivered brand strategy, 3D assets, packaging, interactions and design specs for the entire product

### [Interconnecting with the Wood Wide Web](#) *Aug '19 - Dec '19*

#### Augmented Reality Exhibition with HoloLens

Designed my M.F.A. thesis AR show in collaboration with the local community to raise awareness about environmental issues

### [Virtual Institute of Simulation Art \(VISA\)](#) *Feb '20 - May '20*

#### Curatorial WebVR project

Designed, developed and launched a responsive VR website using A-frame, featuring 3D and video works by 42 students

## EDUCATION

### M.F.A. Digital Media Art

#### San José State University '20

Teaching assistant for Rhonda Holberton, Craig Hobbs and Andrew Blanton

### B. Arch

#### Art & Architecture Azad University of Tehran (IAUCTB) '15

## SKILLS

User Interface Design  
User Experience Design  
Web Design  
Concept & Storytelling  
Augmented Reality  
Virtual Reality  
3D Modeling

## DESIGN

Pen + paper	Exp. Design
Sketch	Illustrator
Figma	Photoshop
Maya	Premiere Pro

## PROTOTYPING

Axure RP	Unity
Html + css + js	Leap Motion
Processing	Spark AR

## FEATURED WORK

**de Young Museum** - 2 video artworks selected for the *Open Exhibit* [date TBD]

**Wired Blog** - republished creative writing piece, titled [Softwar\[e\] Manifesto](#)

**Content Magazine** - M.F.A. thesis work was cover story for [issue 12.1, Device](#)