



Our sense of touch is a powerfully expressive medium. My research focuses upon equipping data with texture and motion, imbuing it with a tangibly representational form – adding yet another connective layer for the user to meaningfully commune with technology.

- aims**
- Research, design and deploy Haptic GUI systems with a focus upon cutaneous texture simulation and vibro-tactile surface feedback.
 - Research human physiology and kinesthetic motion.
 - Simulate 3D spatial interaction via Haptically enabled, 2D digital GUI design.

- research interests**
- W3 standard, tactile GUI web design and development.
 - Multimodal, multi-touch, immersive environment design.
 - Haptic projections, animations, and videos.
 - Tactile feedback in assistive technologies.
 - Haptic effects in audio production devices and interfaces.
 - Tactile children's games and educational tools.
 - Haptic feedback in Intelligent Home Design.

- skills**
- design/web**
- Adobe Creative Suite: Photoshop, Illustrator, Flash, InDesign and After Effects.
 - GUI: Hand-coded DHTML5, CSS3, JavaScript and ActionScript.
 - CMS: Drupal, Joomla, Indexbit, and Wordpress.
 - Subversion: GitX, Eclipse and Visual Studio.
 - Haptic Technology: .ifr vibro-tactile GUI design and development.

- art**
- Oil, acrylic and watercolor painting;
 - Pastel, pencil and ink drawing;
 - Digital illustration;
 - Architectural sculpture, letterpress printing;
 - Pragmatic Aesthetic Theory;
 - Perspectivism;
 - Derridian Paregonal Deconstruction.

education

2011

NEW YORK INSTITUTE OF TECHNOLOGY **New York, NY**

M.F.A. in Fine Art & Technology. Specialization in multi-sensory user interface design and development, with a focus on tactile feedback simulation.

experience

2003

NEW YORK INSTITUTE OF TECHNOLOGY

New York, NY

M.A. in Communication Arts. Specialization in front-end web development and user interface design.

2001

JOHNS HOPKINS UNIVERSITY

Baltimore, MD

B.A. in Philosophy.

01.2008 – Present

BEAUTIFULLY BLIND, INC.

Head of Assistive Technology Research

Denver, CO

Co-founder and Board Member of the 501 c 3 non-profit organization Beautifully Blind, Inc. Designed and developed www.beautifullyblind.org in accordance with W3 standards for screen reader accessibility.

07.2006 – 6.2011

BOYLE SOFTWARE, INC.

Graphic Designer and Front-End Developer

New York, NY

GUI designer and front-end developer specializing in hand-coded DHTML, CSS, JavaScript and ActionScript. Clients included Apple Inc., Condé Nast, AOL, Rodale, Sony and Pfizer. Held the hybrid role of artist/developer to ensure a seamless integration of functionality and design.

11.2002 – 6.2011

NMWDESIGN

CEO/Front-end Developer GUI Designer

New York, NY

Founder and CEO of New York based Web Development firm

<http://www.nmwdesign.com>

11.2004 – 07.2006

MARKETING TECHNOLOGY SOLUTIONS, INC.

Design Manager and Lead Website Developer

New York, NY

Head of Art Department and lead designer/developer for all site layouts, interactive tools and xml feed integration. Coded within a JSP-DHTML markup environment. Additionally, worked with media partners on direct response initiatives.

4.2003 - 11.2004

HARRIS, ROTHENBERG INTERNATIONAL, LLC.

Internet & Media Associate

New York, NY

Created corporate websites geared toward union directives, maintained branding standards and utilized PHP/MySQL syntax for gathering custom backend data.

10.2001 - 4.2003

BARRY KATZ ENTERTAINMENT GROUP

Head of Art Department

New York, NY

Drafted, pitched and published multimedia advertisements for entertainment talent agency. Worked principally with the CEO and COO on all web-based and print-based campaigns. Additionally managed the careers of actors, screenwriters and comedians.

affiliations

Association for Computing Machinery

Special Interest Group on Computer Graphics and Interactive Techniques

Society of Illustrators