

MASSACHUSETTS INSTITUTE OF TECHNOLOGY B.S. ARCHITECTURE & COMPARATIVE MEDIA STUDIES, 2018

Selected Coursework:

Architecture Studios I-IV
Human-Centered Design
Information/Interaction Design

Building Structural Systems
Electronics for Mechanical Systems
Fundamentals of Programming

Network Cultures
Civic Media Co-Design Studio
Modern Art & Mass Culture

experience

Research Assistant @ Future Heritage Lab

–PROF. AZRA AKSAMIJA, FEB. 2016 – PRESENT

Designed ethical and creative responses issues related to political conflicts. Organized and secured grant funding from MIT Council for the Arts for establishing collaborative lab in Jordan Refugee Camp. Created animations and digital work for shows at the Kundsthaus Graz, MIT Keller Gallery, and Amman Design Week.

UX/UI Researcher & Designer @ Design Lab

–PROF. FEDERICO CASALEGNO, SEPT. 2017 – JAN. 2018

Fabricated, designed, and tested physical and web prototypes for industrial and academic applications. Collaborated to investigate and prototype interactions and experiences with digital technologies.

Teaching Assistant, How to Make (Almost) Anything

–PROF. GERSHENFELD & J. LAVALLEE, FALL '16 & FALL '17

Led weekly skill-based demonstrations and trainings in the Architecture Department and managed material inventory. Topics included electronics production, programming in Python and Arduino, project management, 3D modeling and printing, CNC machining.

Mechanical Engineering Intern @ Nucleus Scientific

–HUMAN FACTORS TEAM, SUMMER 2017

Researched and developed manufacturing methods, interior product components, and marketing efforts a start-up in the energy and transportation sector. Responsibilities included composites fabrication, gear box design, SolidWorks FEA, ergonomics research, branding and marketing research, and modeling for simulations.

Product Realization Associate @ New Lab

–SUMMER 2016

Led product design and fabrication of objects for events along company identity & narrative, optimizing for cost and production time. Aided company start-up operations, logistics, and prototyping lab set up.

extracurricular

Venice Biennale Submission

–ACCEPTED MAY '18

Produced drawings and writing on themes of patent infringement, labor, and computation in architectural work. To be exhibited with the Institute of Patent Infringement at the 2018 Venice Biennale Dutch Pavilion, Victoria & Albert, and Het Nieuwe Instituut in Rotterdam.

ACADIA Conference Workshops

–OCTOBER '17

Assisted in Pop-Up Production workshop; design, assembly, and software setup of machines at Autodesk BUILD space.

Extrapolation Factory Workshop

–NOVEMBER '16 & NOVEMBER '17

Designed and built speculative and bio-inspired objects for interactive workshop at Ginkgo Bioworks, Boston.

Fab12 & Fab11 Conference

–AUGUST '15 & AUGUST '16

Organized an ad-hoc factory assembly line to produce modular machines in a hotel. Helped in creating and setting up Fab Lab 2.0 concept in Shenzhen, China.

Center for Architecture Exhibit

–SUMMER '15

Designed rapid delivery of residential housing for Designing Affordability exhibit. Aided in creation of custom software to generate formwork cutfiles for machining.