

 EDUCATION

- 2015 — 2016 **MSc • MEDIA AND ARTS TECHNOLOGY**
Queen Mary University of London, England · with overall distinction
Achieved as part of the MAT MSc+PhD programme (*PhD not completed*)
- 2011 — 2015 **BSc (HONS) • DIGITAL INTERACTION DESIGN**
University of Dundee, Scotland · with first class honours
- 2009 — 2011 **PROFESSIONAL BACCALAUREATE • GRAPHIC DESIGN**
Lycée Gutenberg, Strasbourg, France · with honours · equivalent to a BTEC National Diploma
- 2007 — 2009 **BEP • PREPRESS AND PRINT PRODUCTION**
Lycée Gutenberg, Strasbourg, France · with honours · equivalent to a BTEC First Diploma

 WORK EXPERIENCE

- since june 2017 **ACCESSIBILITY & USABILITY CONSULTANT**
AbilityNet, London, England · Providing audits, technical recommendations, design reviews, training, user testing and expert ad hoc guidance on digital accessibility.
- sept 2016 — mar 2017 **TEACHING ASSISTANT**
Queen Mary University of London, England · Demonstration in labs, tutorials and one-to-one support for modules in creative coding for artists (postgraduate), and graphical user interfaces (undergraduate). P/T.
- april — september 2016 **DATA ENGINEER INTERN**
boot, London, England · R&D, interaction design and embedded development for an interactive art installation enhancing the experience of musicians improvising in public spaces.
- june — september 2015 **RESEARCH ASSISTANT + DEVELOPER**
dot.rural + University of Aberdeen, Scotland · Full stack development and UX conception of a custom content management system, and an API for the WoodWorks research project.
- may — december 2014 **RESEARCH ASSISTANT + INTERACTION DESIGNER + DEVELOPER**
University of Dundee, Scotland · Interaction design and embedded development of a prototype for research; looking at potential uses of tangible interfaces for children on the autism spectrum. P/T.
- january 2013 — feb 2014 **BACKEND WEB DEVELOPER**
mtc. media, Dundee, Scotland · Initial development and maintenance for a large range of e-commerce, corporate and institutional websites. P/T.
- etc. **FREELANCE WORK** doing UX and usability audits, digital prototyping, visual & print design
INTERSHIPS at Com'Quoi (January 2011), Disturbance (October 2010), Shining Karma (June 2010), Wecom (March 2010) and Reymann (May 2008). Graphic design and frontend development.

 SKILLS

design **Usability engineering** → interaction design, wireframing, microinteractions, user interface design
Design research → design ethnography, user testing, heuristic evaluations
Visual design → graphic design, editorial design, visual identity, data visualisation

tools **Prototyping** → Framer, Atomic, Axure, OmniGraffle, InVision, Figma*, Atomic*, Rhino/3D Printing*
Graphics → Sketch, Illustrator, InDesign, Photoshop
Accessibility → WCAG audits, screen reader testing, automated & CI testing
Audiovisual → Resolume, Final Cut Pro, Motion*, Logic Pro*

development **Frontend** → JavaScript, D3.js, HTML/CSS, ARIA, Sass, React*, Ionic*, Cordova*
Backend → Python, Laravel + PHP, Node.js, SQL, Java*, Ruby*
Interaction → Arduino, Framer, Processing, Quartz Composer, Max/MSP*, OpenCV*
Misc. → Git, LaTeX, shell scripting, Julia, Office/VBA*, R*

* = LIMITED EXPERIENCE

interests Typography, digital preservation, data visualisation, service design, digital inclusion, information architecture, physical computing, security usability, sonic interfaces

shiny medals Lead workshop facilitator at Mozilla Festival and Electromagnetic Field, 2018
Certified Professional in Web Accessibility + Web Accessibility Specialist (IAAP), 2018
Certified Professional in Accessibility Core Competencies (IAAP), 2017
Work exhibited at Sónar+D (Barcelona), IDC (Manchester) and Inter/sections (London), 2016
William Armstrong Davidson prize (DJCAD), 2015

misc. Fluent in French and English; learning Spanish, German, BSL
Full clean EU driving licence · trained as First Aider at Work & fire warden