

**Education** \_\_\_\_\_

**McGill University** — Montréal, QC

PhD student, Communication Studies | beginning September 2018

**Massachusetts Institute of Technology** — Cambridge, MA

MS, Comparative Media Studies | June 2016

- Coursework in qualitative and quantitative media analysis, media history and theory, user experience research, sonic arts, and speculative design
- Teaching assistant for graduate seminar CMS Workshop I
- Teaching assistant for Digital Humanities: Topics, Techniques and Technologies
- Master's Thesis: "Listening in Code: Process and Politics in Interactive Musical Works"

**Stanford University** — Stanford, CA

BA, Science, Technology and Society | June 2013

- Program concentrations in Computer Science and in Aesthetics
- Minor in Creative Writing
- Honors Thesis: "Reactions to Analog Fetishism in Sound Recording Cultures"
- Departmental Honors, University Distinction, Phi Beta Kappa, Robert McGinn Award

**Refereed Journal Article** \_\_\_\_\_

Reactions to Analog Fetishism in Sound Recording Cultures. *The Velvet Light Trap* 74.1 (2014): 42-53. Print.

**Invited Presentation** \_\_\_\_\_

*The Platform as a Compositional Tool*. Dissolve Music @ MIT, March 2018, Somerville, MA.

**Book Review** \_\_\_\_\_

Review of *The New Analog*, by Damon Krukowski. *Sounding Out!*. June 2017.

**Presentations and Workshops** \_\_\_\_\_

*An Introduction to Geospatial Timeline Tools: Neatline & Itinerary*. Digital Humanities Forum, September 2017, Lawrence, KS.

*The Design of Historical Data Projects*. Digital Humanities 2017. August 2017, Montréal, QC.

*Cross-Talk*. Film and Media Studies Graduate Symposium, January 2017, Lawrence, KS.

*Making Software with Sound: Process and Politics in Interactive Musical Works*. Inertia:Momentum, April 2016, Los Angeles, CA.

*Mixed Messages*. New England Graduate Media Symposium, March 2016, Boston, MA

*Critical Making, Platform Politics, and Open Source in the Study of Digital Artworks*. Digital Humanities Forum, September 2015, Lawrence, KS.

*Close Listening: Annotation and the Sound Archive*. Catching Waves: A Panel Discussion on Sustainable Digital Audio Delivery, May 2015, Cambridge, MA.

*Locating Performance in Production and Interaction Design*. CITASA Symposium, August 2014, Berkeley, CA.

### **Residencies and Exhibitions**

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Researcher in Residence. Signal Culture, October 2017, Owego, NY.

Luckier Cloud (group collaboration). Kansas Union Gallery, October 2017, Lawrence, KS.

Within the Above (with Leigh Kaulbach). Gallery 263, April 2015, Cambridge, MA.

Listen to Us. Curious Sound Objects: Fiction of Science, December 2014, Somerville, MA.

### **Work History**

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#### **Performant Software** — Charlottesville, VA (Remote)

Software Dev. Consultant, June—August 2016; Software Developer, September 2016—July 2018

- web application development and interface design for client projects in humanities research and teaching
- programming with Ruby on Rails, PHP, JavaScript, ES6, React, D3, SASS, and PostgreSQL

#### **HyperStudio, Massachusetts Institute of Technology** — Cambridge, MA

Research Assistant, September 2014—August 2016

- design, research, data visualization, and web application development for projects in digital scholarship and pedagogy
- programming in JavaScript, Backbone.js, D3, Ruby on Rails, PostgreSQL, SASS
- writing for research lab communications, including public outreach and grant applications

#### **Small Design Firm** — Cambridge, MA

Intern, July—August 2013; Associate Programmer + Designer, September 2013—August 2014

- design and software development in prototyping a mobile application for large-scale, real-time display of medical data
- contributed to development of in-house graphics library for interactive information display
- programming in C++, Objective-C, iOS SDK, Java, Processing
- research and concept-phase design for installation projects in major civic institutions

#### **KZSU Stanford** — Stanford, CA

Production Director, September 2011—June 2012; Training Director, January 2012—June 2013

- oversaw production of live music events on campus and weekly in-studio performances
- led 10-week training class each quarter for community radio station volunteers

#### **Avid** — Burlington, MA

Software Engineering Intern, June 2010—August 2010

- development in core audio team for industry standard video editing software
- programming in C, C++, Google Test framework