JM

JANE McDONOUGH
Interaction Designer, Developer, + Maker
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EXPERIENCE

BULLET POINTE
Co-Founder / Design Lead, 2013 – Present
Created concept + brand identity, produced print + digital collateral materials, managed social media, built + maintained ecommerce site.

MIT MEDIA LAB + AMERICAN MUSEUM OF NATURAL HISTORY
Designer / Developer, 2015 – Present
Designed print materials + developed web-based data visualizations for "Microculture", a social card game based on MIT's research on the human microbiome. Featured at SXSW + AMNH SciCafe.

INTEL
Creative Technologist, 2016
Created concept + branding for "Te Ipsum", collection of 4 data-driven jackets inspired by the latin phrase "Nosce Te Ipsum" or "Know Thyself". Used Intel's Curie module to collect + visualize user data on screens embedded in the jacket as they were worn. Coordinated the production of the garments, soft circuitry, + hardware.

PARSONS SCHOOL OF DESIGN
Teaching Assistant, 2015 – 2016
Assisted Creative Coding: iOS students in producing applications developed for iOS, osX/macOS, + watchOS.

GAGOSIAN GALLERY
Gallery Assistant, 2012 – 2013
Oversaw daily gallery operations + assisted with show openings.

DEPARTMENT OF ART HISTORY, BARNARD COLLEGE
Senior Department Assistant, 2012 – 2013
Assisted Art History professors in studio classes + lectures.

ARCHITECTURAL DIGEST
Web Developer, 2012
Developed website for Architectural Digest regional advertising.

EXHIBITIONS + PRESS

MUSEUM OF NATURAL HISTORY | Oct 2016
Launched and featured "Microculture" social card game

IMPACT! SOUTHSTREET SEAPORT | May 2016
Exhibited "Te Ipsum", wearable tech collaboration with Intel

NYC MEDIA LAB: IoT @ Viacom | May 2016

MIT MEDIA LAB, SXSW | Mar 2015
Launched and featured "Microculture" social card game

MEDIUM, http://medium.com | Sept 2015
Featured "BP Lab", one of ten featured projects on site

NYC MEDIA LAB ANNUAL SUMMIT | Sept 2015

SKILLS

DESIGN
Creative direction, design research, + visual solutions in branding + interaction design | Proficient in Adobe Photoshop, Illustrator, InDesign, Muse, Premiere Pro, After Effects, + Final Cut Pro X

PROGRAMMING
Code in HTML5, CSS3, JavaScript, Swift, JSON, Java, Processing, openFrameworks | WordPress + ecommerce web development

RAPID PROTOTYPING
Digital + analog fabrication, including 3D printing, laser cutting, molding + casting, physical computing, soft circuits

LANGUAGE
English + Spanish, basic French

EDUCATION

PARSONS SCHOOL OF DESIGN
MFA Design + Technology
New York, NY, 2014 – 2016

BARNARD COLLEGE, COLUMBIA UNIVERSITY
BA Art History, Visual Arts
New York, NY, 2009 – 2013

HONORS + AWARDS

DEPARTMENTAL HONORS
Parsons School of Design, 2016

PRESIDENTIAL SCHOLORSHIP
Parsons School of Design, 2014 + 2015

MAGNA CUM LAUDE
Columbia University, 2013

SILVER KNIGHT AWARD
The Miami Herald, 2009