



## 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  
MA 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