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## OBJECTIVE

To work in a collaborative environment that uses the strategies of design research and creative problem solving to enact tools and systems for a more sustainable and humane planet.

## EXPERIENCE

**plugfinder.com** // \_entrepreneur // September 2006 – May 2007

For my Masters thesis I collaborated with the design company Hawker & Shill to create and launch an interactive mapping website that allows people to locate and use electricity outlets on the outside of buildings and in public spaces. My goal is to spark a discussion about the distribution of resources and geolocate technologies with urban planners and economists.

**ebayaday.com** // \_curator // November 2006 – March 2007

Collaborating with an artist and a professor from the School of business I co-curated an online show that used the website eBay as a site specific venue for cultural production.

**emergingeconomyreport.com** // \_field researcher // November 2006

I completed ethnographic reports for six families living in and around Sao Paulo, Brazil. In addition to visiting the countryside and Sao Paulo's largest favella I did extensive visual research and attempted to document what is particular to Brazil's design and technology ecologies and how it relates to the other countries in our study.

**Center for Knowledge Societies** // \_scholar in residence // May – August 2006

I managed the initial research and design of a book comparing the 7 emerging economies of Brazil, China, India, Indonesia, South Africa, Egypt and Kenya. I examined the ways that decentralized media platforms and mobile media ecologies create growth and change, especially at the bottom of the pyramid. Created the table of contents and executive summary of the report, and collected and compiled the high level quantitative analysis. (emergingeconomyreport.com)

**Srishti School of Art, Design & Technology** // \_lab leader // July – August 2006

I team-taught a lab for undergraduate university students interested in collaborations between art and science. Topics included: art & biotechnology, tactical media, and audio sculpture.

## EDUCATION

**University of Michigan** // \_school of art & design // M.F.A. // 2007

**Syracuse University** // \_maxwell school of citizenship and public affairs // B.A. // 2004

**Instituut voor de Opleiding van Leraren** // \_paramaribo, suriname // May 2005

**City University of Hong Kong** // \_school of creative media // January 2004 – May 2004