

# Epic Jefferson

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## EDUCATION

### Carnegie Mellon University

PITTSBURGH, PA | MAY 2016

Master's Degree - Tangible Interaction Design

### Puerto Rico University

SAN JUAN, PUERTO RICO | MAY 2013

Bachelors' Degree Interdisciplinary Studies

## RESEARCH AND RESIDENCIES

### University of Oregon

PORTLAND, OR | JUNE 2020

Certificate in Permaculture Design

### A/D/O by MINI

BROOKLYN, NY | NOV 2019 - FEB 2020

Futureworks Residency

### Autodesk - Pier 9

SAN FRANCISCO, CA | AUG 2016 - DEC 2016

Artist in Residence

## SKILLS

Prototyping (AR, hardware, software) Interaction Design, User Interface Design, Electronic Circuits Sound Design, Machine Learning, Digital Fabrication

## TECHNICAL

**TOOLS:** Rhino/Fusion 360, Figma, Adobe Creative Cloud (Illustrator, Photoshop), Ableton Live

**PROGRAMMING:** OpenFrameworks, C++, Python, JavaScript, Three.js, WebXR, HTML, CSS, Arduino, MAX/MSP

## WORK EXPERIENCE

### Havas Mango - Havas Health and You

Lead Creative Technologist

MANHATTAN, NY | JULY 2021 - PRESENT

Lead research and experimentation, concept exploration, prototyping, and ideation within the creative process for designing user experiences. Articulate complex technologies, ideas and prototypes in a clear and simple manner to influence key internal stakeholders and clients.

### Fake Love @ New York Times Company

Lead Creative Technologist

BROOKLYN, NY | MAY 2019 - JULY 2020

Lead the development and execution of experiential projects. This includes researching the latest technologies and fabrication methods, building interactive prototypes to validate design concepts, managing vendor relationships, as well as plan and execute on-site activations.

### Tellart

Creative Technologist

PROVIDENCE, RI | FEBRUARY 2017 - APRIL 2019

Responsibilities include creating system architectures, application development, circuit design, 3d modeling and fabrication, and maintaining excellent communication with clients, team members and contractors.

### AtonAton

Prototyper

PITTSBURGH, PA | JANUARY 2016 - MAY 2016

Design and fabricate interface prototypes for human-robot interaction, including a Motion-Capture 3D Drawing Stylus.

### Deep Local

Creative Technologist - Contractor

PITTSBURGH, PA | APRIL 2016 - MAY 2016

Provided design consultancy and programming services for experiential advertising.

Program and animate robot arm to make it dance.

## TEACHING

### Rhode Island School of Design

Instructor

PROVIDENCE, RI | AUGUST 2017 - MAY 2018

Develop two syllabus and teach in the Industrial Design Department:

- Civic Impact through Sensor-Driven Design
- Making Things Interactive