

RECENT EXPERIENCE

User Experience Engineer, Design Track

2023.11 – 2025.11 | Google Artist+Machine Intelligence (AMI), New York, U.S.

- Designed and built web-based prototypes, proofs of concept, and interactive demos exploring cutting-edge AI capabilities to translate research into tangible experiences and inform future product development pathways
 - Collaborated with teams including YouTube Learning, Google Illuminate, and DeepMind AIUX
- Led community engagement initiatives connecting Google's AI technology with external creative communities, facilitating dialogue on AI's societal implications and opportunities
- Co-authored case study on community-based participatory AI design with marginalized communities, accepted to ACM CHI 2025 Conference

2021.09 – 2023.08 | Google AI Research & AMI, New York, U.S. (Contract via Scopus IT)

- Prototyped AI-based interaction design concepts and strategies through hands-on research and experimentation with emerging AI models
- Provided generative AI and creative technology consultancy to **Google Artist+Machine Intelligence (AMI)** – the team's artist outreach program – supporting artist collaborations on preliminary AI-related research endeavors

Independent New Media Artist

2019 – current | New York, U.S.

- Imagine and create speculative experiments – from interactive installations to whimsical web prototypes – that make-felt alternative futures of human-AI co-existence and co-cogitation while critically examining the capabilities, limitations, and socio-technological impacts of frontier AI systems
- Work exhibited, commissioned, and supported by institutions including the International Documentary Film Festival Amsterdam (IDFA) DocLab Program, International Olympic Committee (IOC) Young Leaders Programme, INDEX Biennial of Art and Technology in Portugal, CURRENTS New Media Festival, City of Palo Alto Public Art Program, among others.
- Lead community workshops and participatory projects engaging diverse audiences with AI technology and speculative futures

Creative Technologist & Digital Designer

2021.02-2021.07 | CURRENTS New Media Festival (Parallel Studios Inc.), Santa Fe, NM., U.S.

- Led interaction and exhibition design for the festival's virtual exhibition platform, collaborating with designers and artistic directors to create immersive digital experiences for online audiences

Creative Technologist

2019.10 – 2021.04 |

CultureHub Inc., New York, NY, U.S.

- Provided creative technology consultancy and technical implementation for live performances and experimental art projects
- Developed browser-based real-time media routing software enabling multi-location online performances
- Led redesign and development of LaMaMa Experimental Theatre's official website (Tony Award-winning venue, CultureHub's founding institution)

SELECTED EXHIBITIONS

2025 “WildBits” technological art outdoor exhibition, Tartu, Estonia

2023 Duo Exhibition “*We May Be In This Together*”, :iidrr Gallery, New York, NY, U.S.

Code: ART Festival 2023, Palo Alto, CA, U.S.

2022 INDEX Biennial of Arts and Technology 2022, Braga, Portugal

2021 Solo exhibition, “*Daily Dividuals*”, LATITUDE Gallery New York, NY, U.S.

Re-Fest 2021, CultureHub, New York, NY, U.S.

2020 International Documentary Film Festival DocLab, Amsterdam, Netherlands

→ award nominee, IDFA DocLab Competition for Digital Storytelling

2019 International Documentary Film Festival DocLab, Amsterdam, Netherlands

→ award nominee, Immersive Non-Fiction & Special Jury Award for Creative Technology

CURRENTS New Media Festival 2019, Santa Fe, NM, U.S.

CultureHub ReFest New Media Festival 2019, New York, NY, U.S.

“A New Art Project and Cultural Heritage from Quanzhou”, Yokohama, Japan

AWARDS & GRANTS

- 2025** Commission Grant, “Wild Bits” residency & technological art outdoor exhibition, Tartu, Estonia
- 2023** Commission Grant, Code: ART Interactive Media Festival 2023, City of Palo Alto, California, U.S.
- 2022** Commission Grant, INDEX Media Art Biennial of Art and Technology 2022, Braga, Portugal
- 2021** *(work project)* Winner, Still Image Award of the Lumen Prize 2021
(work project) Winner, Special Jury Award of the Digital Dozen Awards 2021, Digital Storytelling Lab, Columbia University
Shortlisted 30 finalist artists (out of 1,601 applications) for the Allegro Prize 2021, Poland
- 2019** Award nominee, Immersive Non-Fiction & Special Jury Award for Creative Technology, International Documentary Film Festival Amsterdam DocLab
Winner, Film Fund DocLab Interactive Grant 2019
Winner, Message In A Photo (MIAP) Foundation 2019
Shortlisted, Communication Arts 2019 Interactive Category
- 2016** The 58th National Capital Chesapeake Bay Regional Emmy Awards, 2016

WORKSHOPS & TALKS

- 2024** Invited Speaker – Talk “*Generative AI in Cultural-situated & Intimate Storytelling*” at the 2024 American Academy of Advertising Preconference, Portland, OR, U.S.
Invited Speaker – Curtain-raising ceremony of the 2024 Salzburg Academy on Media and Global Change
Guest lecturer – course “Family Pictures Institute for Inclusive Storytelling” at Yale University
- 2023** Lead Lecturer – Workshop “*Creating Beyond Words: Generative AI as Designer Tools*” for the School of Visual Arts MFA Interaction Design Program, New York, NY, U.S. & the School of Art & Design, University of Illinois Urbana-Champaign, Champaign, IL
- 2022** Lead Lecturer – Workshop “*Text-to-Image with Stable Diffusion: Why should I care, and how?*”, CultureHub, New York, NY, U.S.
Artist Talk – Interactive Media Arts(IMA) “Chatbot for the Sake of Art” course, New York University, New York, NY, U.S.
- 2021** Panel Talk – Virtual Collaboration Hubs: A Discussion with CultureHub, Mozilla Hubs, and Arium, RE-Connect Online Performance Festival
Artist Talk – “Live Art & Digital Culture” course, Emerson College, Boston, MA, U.S.
- 2019** Artist Talk – DocLab: Artificial Futures, IDFA DocLab, Amsterdam, Netherlands
Artist Talk – “The Observed and the Observer” at the CURRENTS New Media Festival, Santa Fe, United States

JUDGE & CRITIC EXPERIENCE

- 2025.07** International Selectors Committee, Experiential Track, Lumen Prize 2025
- 2024.11** peer reviewer, International Symposium on Electronic Art, Korea 2025
- 2023.11** guest critic, graduating Capstone presentation, BFA Interactive Media Arts Program, New York University
- 2023.10** final project guest critic, “Text-to-Image AI”, MPS Interactive Telecommunications Programs, New York University
- 2022.05** thesis critic for MFA Interaction Design Program, School of Visual Arts, and MPS Interactive Telecommunications Program, New York University

SELECTED PUBLICATIONS

- Case study “Generative Dreams: Rethinking GenAI Design Through a Community-based Approach with Recently Incarcerated, Gang Affiliated, and At-risk Young Adults at a Trauma Informed Arts Center,” 2025 ACM Conference on Human Factors in Computing Systems (CHI) Conference
- Artwork “Bureau of Cloud Management”, “Workshop on ML for Creativity and Design” at the 2021 NeurIPS Conference
- Paper “Performing *Left and Right*.” *Theatre Journal*, vol. 73 no. 3, 2021, p. E-9-E-14. *Project MUSE*, [doi:10.1353/tj.2021.0064](https://doi.org/10.1353/tj.2021.0064).

EDUCATION

- 2019** M.P.S., Interactive Telecommunications (ITP), New York University, New York, NY, U.S.
- 2016** B.A., cum laude, Documentary Journalism, University of Maryland, College Park, MD, U.S.