

EDUCATION	School of Visual Arts – MA in Design Research, Writing, and Criticism	August 2017 - May 2018
	Parsons School of Design – BFA in Product Design (honors candidate)	2012 - 2016
SKILLS	Research and Editorial: copywriting; opinion editorials; reporting; academic writing; proof-reading; fact-checking; data-based research and writing; archival research; interviewing	Software: Adobe Creative Suite (especially Photoshop, Illustrator, Indesign); Avid Pro Tools; MS Office; Google Docs; 3D modeling
	Other proficiencies: audio transcribing and editing; storyboarding; basic sound design; industrial design and production skills	Languages: Fluent in English and Arabic; conversational French
EXPERIENCE	• Stickbulb - lighting design & manufacture (New York City) <i>in-house researcher and writer</i>	September 2018 - present
	• Doom & Gloom Works - multimedia storytelling studio (New York City) <i>co-founder</i>	May 2018 - present
	• MakerBrane - toy design studio (Beirut) <i>copywriter</i>	February 2018
	• Stickbulb - lighting design & manufacture (New York City) <i>intern designer</i>	August 2016 - May 2017
	• Thing-Like Being - group show exploring emotion as a key element of the design process (<i>organizer + exhibitor</i>)	May 2018
EXHIBITIONS	• Parsons Store-y Pop-Up Shop (<i>exhibitor</i>)	May 2016