

EDUCATION	School of Visual Arts Master of Arts in Design Research, Writing, and Criticism	August 2017 - May 2018 anticipated
	Parsons School of Design Bachelor of Fine Arts in Product Design; honors candidate	2012 - 2016
EXPERIENCE	• Stickbulb lighting design & manufacture (New York City) <i>design intern</i> contributed ideas towards new products based on existing collections communicated with vendors and manufacturers; specified materials, hardware created digital 3D models for functioning mini hardware, to cast in brass quality control, hardware spec., and assembly of showroom-grade miniatures ideation and prototyping for custom public Stickbulb installations	August 2016 - May 2017
	• DMFD design studio (New York City) <i>research / fabrication assistant</i> helped with in-house production of furniture, home goods created digital drawings and models of studio's existing products created Rhino files for CNC machining	October 2015 - May 2016
	• Pollen Design kitchenware design firm (New York City) <i>packaging / organization intern</i> produced packaging mockups produced Solidworks models for 3D-printed prototypes researched patents, produced mechanism concepts for kitchenware	June / July 2015
	• Vitrification workshop, Domaine de Boisbuchet <i>participant</i> workshop led by Fred Herbst and Max Lamb produced pieces that combined wood, wood-fired ceramic, and glass	July 2014
	• RapidManufactory 3D printing facility and design studio (Beirut) <i>mold-making / fabrication intern</i> made molds for slip-casting prepared porcelain pieces for firing welded steel skeletons as internal structures for silicone molds	July / August 2013
	EXHIBITIONS	• ICFF Exhibited process work at the Parsons HOW=WHAT show
• Parsons Store-y Pop-Up Shop Sold hand-made, batch-produced work at a temporary store set up in a Parsons gallery		May 2016
SKILLS	Pro Tools; Adobe Photoshop, Illustrator, InDesign; AutoCAD; MS Office Woodworking; non-ferrous metalworking; slip-casting; mold-making; model-making and prototyping; concept sketching and rendering; material specification Digital 3D modeling (Solidworks, Rhino); rendering (V-Ray, Keyshot) Fluent in English and Arabic; basic French	