

# veronicaBLACK

veronicablack.com/portfolio

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505-918-2210

Filmmaker, Design Researcher and Educator who is passionate about storytelling, digital media, and collaborating with others who want to share an adventure.

## EDUCATION

MFA Design and Technology; 2014  
Parsons The New School for Design New York, NY

Bachelor of Fine Arts; 2011  
Digital Filmmaking and Minor in Art Studio: New Mexico  
Highlands University, Las Vegas, NM

## EXPERIENCES

Designer, EdLab at Teachers College Columbia University,  
New York, NY. Feb 2015- Present

Digital Learning Educator, American Museum of Natural  
History, New York, NY. June 2014 - Present

Teaching Artist Residency "Maker Program", Dreamyard  
Projects, Bronx, NY. Sept 2014 - June 2015

## EXHIBITIONS

2015  
Interactive installation: *Mindful Lights*, Teachers College's  
Gottesman Library, New York, NY

Curator: *Selections from the Gottesman Libraries Historical  
Art Collections*, Gottesman Library, Teachers College,  
Columbia University, New York, NY

Designer: *Learning Spaces*, Gottesman Library, Teachers  
College, Columbia University, New York, NY

2014  
Master's Thesis installation: *Perishable Bodies*, Design and  
Technology Thesis Show 2014, Parsons the School for  
Design, New York, NY

2013  
Group Project: *Choose Your Own Met Map* presented at the  
Met + Parsons Expo: Museums, Accessibility and  
Technology, The Metropolitan Museum of Art, New York, NY

## VOLUNTEER

Digital Media Mentor for Girls Write Now, September  
2013- Present

Soft Circuits and photographer for ChickTech NYC +  
blinkblink, High School Kickoff workshop weekend, Pace  
University, November 7- 8, 2015

Winter Design Intensive, Final Cut Pro Boot Camp for  
student, School of Design Strategies at Parsons the School  
for Design, January 21- 24, 2014

## PUBLICATIONS

"Perishable Bodies: A study of wearable technology through  
the eyes of an anorexic", article, *The Journal of Peer Production*,  
special issue on Feminism and (Un)Hacking, January 2016

*Cowboy Reunions of Las Vegas New Mexico*, by Pat Romero,  
photography, The History Press, 2012

## RECOGNITIONS

New Mexico Highlands University, Media Arts Program and  
AmeriCorps Cultural Technology Group Lecture series, Guest  
Speaker "Trajectory in the Field of Media Arts, and Women in  
Technology". October 1- 3, 2014

New Materialism Conference Barcelona, "Methodology  
Workshop," Spain, September 24- 25, 2014

Museums of the Web Conference: presented during Tech  
Showcase "Koshland Science Museum Virtual Tour," Denver, CO,  
April 2010

## SKILLS

### Film/Design

Adobe Suite: Photoshop, Illustrator,  
After Effects, Premiere Pro, InDesign  
Final Cut Pro 7, Soundtrack Pro 3  
Coral Painter 11  
Typography  
Photography  
Printmaking  
Sketching  
Storyboarding  
Graphic Design  
Interaction Design  
Rapid Prototyping  
Usability Testing  
Laser Cutting

### Web/Programing

Physical Computing  
Social Media  
Wordpress Plugin  
Processing, Arduino  
Raspberry Pi  
MAX6/MSP/Jitter  
HTML5, CSS, Xcode, JavaScript  
Second Life  
Sculptris

### Craft/Basic Knowledge

E-Textiles  
Paper-based Computing  
Paper Making  
Quilting  
Sewing: Hand Stitch and Mechanical  
Node.js  
Python  
Backbone.js  
3D Printing and Modelling