



RESUME OF LYNN MAHARAS
www.LYNNWASHERE.com

WORK EXPERIENCE

Martha Stewart

Web Developer

03.10 - present

Work with designers to provide technical requirements + solutions
Produce semantic, cross browser compliant code using xhtml, css, js + php
Incorporate social media into redesign of Search, Recipe + Article pages
Theme front end Drupal CMS and legacy Vignette CMS designs
Develop + maintain 13 Wordpress blogs
marthastewart.com | marthastewartweddings.com | wholeliving.com

New Media Artisans

Creative Technologist / Partner

03.10 - present

Design user experience for interactive installations
Prototype + build hardware for life size light graffiti project *Ghost Train*
Work with artists + developers to produce projection art
Manage client relations + deliverables
ghosttrain.info

KIDO Toys

IA / Web Developer

08.09 - 03.10

Create wireframes + visual design for online store site
Covert site from ASP.Net to Drupal CMS
Maintain current site while new site is built
Produce graphic design projects as needed
kidonyc.com

Parsons Design + Technology MFA Thesis Symposium

Director of Exhibition / Co-Curator

01.09 - 05.09

Organize & curate MFA thesis exhibition May 1 - 3, 2009
mfadt.parsons.edu

PETLab (Parsons Game Design Research Lab)

Game Designer / Researcher

07.08 - 01.09

R&D designer for interactive, online and big urban games
petlab.parsons.edu

Parsons Design & Technology Bootcamp

Code Instructor

07.08 - 08.08

Taught basic coding logic to incoming MFA students in Java + Processing
Created lessons to approach code from an artistic standpoint

The TSR Group

Web & Graphic Designer / Cartographer

01.05 - 07.07

Create digital maps using GIS
Manage database and file management systems
Design digital, print & web projects
Develop and maintain custom project websites

CONTACT

Lynn Maharas

interactive designer / developer

lynn@lynnwashere.com

NY, NY

SKILLS

IA / UX

wireframe
rapid prototyping
iterative design process

DEVELOPMENT

xhtml + css
javascript + jQuery
php
processing (java)
openframeworks (c++)
max / msp / jitter
arduino

DESIGN

photoshop
illustrator
inDesign
after effects

CMS

drupal
wordpress
vignette

OS

mac osX
windows xp

VERSION CONTROL

subversion
git

DEV METHODOLOGY

agile

▣ EDUCATION

Parsons School of Design, MFA in Interaction Design, 2009
University of Colorado, Boulder, BA in Anthropology + Geography, 2002

▣ EXHIBITIONS & AWARDS

You Are GO! Game Festival, *Pieces of Berlin*, 2011
Saratoga Springs "First Night Saratoga", *Ghost Train*, 2011
Martha Stewart "After Hours 3", *Ghost Train*, 2010
Burningman Honorarium Grant Recipient, *Ghost Train*, 2010
Come Out & Play Game Festival "Best Use of Space Award", *Ran Some, Ransom*, 2009
DESIGN + TECHNOLOGY Parsons MFA Thesis Symposium, *Tread Erosion*, 2009
Synthetic Times at The National Art Museum of China, *1000 CELLPHONES*, 2008
Sony's Little Big Planet Game Jam, Honorable Mentioned Game Level, 2008
Parsons Dean's Scholarship Recipient, 2007 - 2009