

Leah Tynan

Artist & Software Developer

 leahtynan.com

CONTACT

brunetto@alum.mit.edu

EDUCATION

Massachusetts Institute of Technology, June 2012

Bachelor of Science in Architecture

SKILLS

Coding: JavaScript, C#, HTML, CSS

Tools: Unity, Adobe Creative Suite, Sketch, Microsoft Office

EXPERIENCE

User Interface Designer, Museum of Science, Boston: October 2017 – present

Iteratively designs and develops multi-modal exhibition components with a multi-disciplinary exhibit development team (software, design, content, and research):

- **Design:** Processes team ideation into storyboards, works with graphic and 3D designers to conceptualize art assets in a digital form, and prepares art for integration into the software
- **Development:** Develops prototypes and production-level software using primarily the Unity game engine and C# – starting from a thorough requirements gathering process and building thoughtfully via code reviews, best practices and innovations research, and design integration reviews

Web & Interactive Developer, Museum of Science, Boston: August 2013 – October 2017

Designed and coded websites using custom-built responsive Drupal themes, coordinated promotion requests with several internal stakeholders, produced landing pages/microsites for special events, promotions, and contests – often in sync with print materials

Assistant Curator of the Wiesner Gallery, MIT Office of the Arts: 2009 – 2012

Oversaw gallery operation, organized and promoted show openings, recruited artists

