

Leah Tynan

Artist & Software Developer

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CONTACT

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EDUCATION

Massachusetts Institute of Technology, June 2012

Bachelor of Science in Architecture

SKILLS

Coding: C#, JavaScript, PHP, Python, HTML, CSS

Tools: Unity (game engine), Adobe Creative Suite, Sketch, Microsoft Office

EXPERIENCE

Interactive Software Developer, Museum of Science, Boston: October 2017 – present

Develops software for multi-modal exhibition components in collaboration with exhibit development teams (software, design, content, and research):

- **Design Integration:** Processes team ideation into storyboards, works with graphic and 3D designers to conceptualize art assets in a digital form, strategizes design integration with the software
- **Development:** Develops prototypes and production-level software using primarily the Unity game engine (occasionally with web technologies) — starting from a thorough requirements gathering process and building thoughtfully via code reviews, best practices and innovations research, and exhibit 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

