MEG STUDER

GEOGRAPHIES, INFOGRAPHICS, & INTERACTIONS

Trained as a 'researcher' and a 'maker,' I aspire to craft graphics and experiences that inform and invite engagement. As a designer, my passion is integrating big(ish)-data with visual narratives and geographic expression. A curious and creative technologist, I move fluidly between pop-ups, prototypes, and full-stack development. I love drawing the connections between consumptive habits and cultural footprints. I enjoy the pace of a studio environment, creating and collaborating on impactful graphics, and interactions.

SKILLS

5-11 YRS SOFTWARE EXPERIENCE, *TAUGHT
GRAPHICS/MODELING
Proficient: adobe suite* ; sketch, framer; after-effects, premier pro*; rhino, grasshopper, cad, 3dmax*;
Familiar: affinity, inkscape; laser & die cutting * ; cnc & 3d printing ; arduino & soft circuits;

1-5 YRS DEVELOPMENT EXPERIENCE, *TAUGHT
CODE/DATA/CARTOGRAPHY
Proficient: PERN stack, Heroku, Git; JS*, HTML, CSS, SASS; d3.js*, mapbox, leaflet, arcgis*;
Familiar: Google APIs, Analytics; three.js, p5.js*, paper.js; AWS; PHP; Python; qgis, tableau;
Interest: Ruby; MERN stack; R; Drupal; svg,* canvas, jquery/gs animation*; visual (OOP) apps;

PROJECTS

2017: publications.newberry.org/venice/, publications.newberry.org/polyglot/
MERLO'S MAP, POLYGLOTS
Development for Newberry Library: 1) React mapping application for exploring history of print in Venice, with comparative cartographies & custom tours. 2) Simple svg app for exploring sources & uses of polyglot text. Also built off-line interactives for 'Religious Change' Exhibit. Dev. stack: PERN stack, html5/css/js

2017: www.agile-armature.com, www.call-me-ishmael.org, siteations.com/christmastree_2017/
AGILE ARMATURES, CALL ME ISHMAEL, HOLIDAY CARD
1) WYSIWYG app that converts wireframe graphics into html/css: Co-developed svg drag-&-drop editor with interact library, made scripts to convert wireframe hierarchies into HTML and CSS. 2) Hackathon viz demos exploring d3, WebGL, React & RegEx data parsing tools; Dev. stack: PERN stack, html5/css/js, topojson, multiple api

EXPERIENCE

2017-CURRENT
PM, DEVELOPER LANDSCAPE STUDIES INIT. (CHARLOTTESVILLE)
Research Manager, Developer on Pedagogy Platform (U.Virginia, Mellon Grant)

2012-CURRENT
DESIGNER, FOUNDER SITEATIONS STUDIO (CHICAGO)
Exhibit and Interaction Designer, Developer

2008-2012
ASSOCIATE STOSS LANDSCAPE URBANISM (BOSTON)
Landscape Designer, Project Manager

As a project manager, I coordinate researchs and prototype features for a digital landscape design platform. As a designer, I develop apps for cultural institutions and architecural exhibits; recent clients include the Newberry Library and Anacycle Studio. As a landscape associate, my work included managing competitions, master plans, installations, and landscape designs for urban projects in the US, Europe, & Asia.

TEACHING

2016-CURRENT
P-T PROFESSOR SCHOOL OF ARCHITECTURE, IIT (CHICAGO)
Landscape Architecture Instructor (adjunct, graduate level)

2013-2016
LECTURER SPITZER SCHOOL OF ARCH, CITY COLLEGE (NYC)
Landscape Architecture Instructor (full-time, graduate level)

In the above programs, I've developed graduate research, studio, and digital lab courses on parametric computation and design. Teaching incorporates research on presenting environmental data and resource networks/externalities.

EDUCATION

2017, 2103
CODE IMMERSIVES FULLSTACK (CHICAGO), NYU. (NYC)
Fullstack Software Bootcamp, Interactive Telecommunications Courses

2008, 2005, 2003
MLA, MA'S U. OF PENN. (PHILLY), COLUMBIA U. (NYC)
Landscape Architecture, Art Criticism, Architectural History

CONTACT

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