



**MEG
STUDER**

ENVIRONMENTS, APPLICATIONS, ILLUSTRATIONS

Trained as a 'researcher' and a 'maker,' I aspire to craft environments, graphics, and applications that inform and invite engagement. As an illustrator, my passion is integrating big(ish)-data with visual narratives and geographic expression. A curious and creative designer, I move fluidly between places, pop-ups, print, and full-stack development. Ultimately, I love drawing out cultural connections and footprints across mediums. Teaching has enabled such research explorations within disciplinary limits, but I prefer a team-based studio environment, to create for wider audiences and collaborate on intense, inquisitive, and impactful design and research.

DESIGN/DEV SKILLS

5-11 YRS DESIGN EXPERIENCE, *TAUGHT

GRAPHICS/MODELING/SPATIAL DESIGN

Proficient: adobe suite*; sketch, framer; after-effects*, premier pro*; rhino, grasshopper, cad, 3dmax*;
Familiar: affinity, inkscape, procreate; laser & die cutting*; cnc & 3d printing; arduino; screenprinting;

3-5 YRS DEVELOPMENT EXPERIENCE, *TAUGHT

CODE/DATA/CARTOGRAPHY

Proficient: PERN/MERN stack, Heroku, Git*; JS*, HTML*, CSS*, SASS; d3.js*, mapbox, leaflet, arcgis*;
Familiar: Google Analytics; AWS; Python*/Beautiful Soup; PHP; three.js*, p5.js*, paper.js*; qgis, tableau;
Interested: Ruby; R; Drupal; jquery/gs animation*; ux design, prototyping*, and testing;

DESIGN/DEV PROFESSIONAL EXPERIENCE

2012-CURRENT

DESIGNER, FOUNDER SITEATIONS STUDIO (CHICAGO)

Illustrator, Graphic Designer, and Interaction/Application Developer

2008-2012

ASSOCIATE STOSS LANDSCAPE URBANISM (BOSTON)

Landscape Designer

2008

DESIGNER LANDWORKS (BOSTON)

Landscape Designer

As a designer at Siteations, I develop apps for cultural institutions and architectural exhibits; recent clients include BitSpace, the Newberry Library, and Anacycle Studio. My work at Stoss and Landworks included managing competitions, master plans, installations, and landscape designs for projects at a range of scale in the US, Europe, Eurasia. I supervised interns, attended client and consultant meetings, led presentations, exhibitions, and community meetings.

DESIGN/DEV ACADEMIC EXPERIENCE

2016-CURRENT

P-T PROFESSOR SCHOOL OF ARCH, IIT (CHICAGO)

Landscape Architecture Instructor (2016, 2018, 2019)

2017-2018

PM, DEVELOPER SCHOOL OF ARCH, UVA (CHARLOTTESVILLE)

Landscape Studies Initiative (2017-2018)

2013-2016

TT LECTURER SPITZER SCHOOL OF ARCH, CITY COLLEGE (NYC)

Landscape Architecture Instructor (2013-2015)

Across the graduate/professional programs at UVa, IIT, and City College, my teaching and curriculum construction responsibilities include graduate core research courses, studio, and lab courses on parametric computation and digital representation. My project management work on the Landscape Studies Initiative includes training research assistants as well as researching and prototyping features for a digital landscape design platform.

DESIGN/DEV EDUCATION

2008

MLA LANDSCAPE ARCHITECTURE & REGIONAL PLANNING

University of Pennsylvania (Philadelphia) honors

2003, 2005

MA's ARCHITECTURAL HISTORY, MODERN ART CRITICISM

Architectural Association (London) distinction; Columbia University (New York)

2002

BSC ARCHITECTURE, ANTHROPOLOGY, ART (MINOR)

CONTACT

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