

ROULA GHOLMIEH

roulagholmieh.com . roula.gholmieh@gmail.com . +33 7 58 12 87 32

PROFESSIONAL EXPERIENCE

UX/UI Designer & Developer

Contract / Freelance

2016 - Ongoing

Senior UX Designer at Figure 8, Museum of Ice Cream, New York

March 2019 - December 2019

Seasonal Consultant

Tribeca Film Institute, New York

Interactive Programs

Sep 2017 - Dec 2017

Industrial Designer & Creative Technologist

Andy Cavatorta Studio, New York

Feb 2017 - May 2017

Interaction Designer & Game Developer

AMNH, New York

June - July 2017

Creative Technologist

Red Bull GmbH, Austria

June 2015

Senior Architect

Various Studios, Beirut

2008 - 2013

Digital Design & Development - Projects Overview

Consult, direct and produce the visual and interaction design goals for client projects from pitch through production. (Portfolio & e-commerce)

Industries: F&B, Non-Profit, Design & Fashion.

Experience Design & Game Development

Project management, leading research, design & development of multiple activations.

Curation & execution of the fall programming

Inclusion Council, a conference around racial and gender equity.

Immigration Co/Lab, a 4-day lab where participants collaborate to produce interactive projects around the topic, including panel and community exhibit.

Design and fabrication of The Irvine Mark 7

A music instrument commission, the Irvine is based on a synthesizer that oscillates gallium phosphate at different frequencies to create sound. Worked on CAD Technical Drawings, CNC Files, Prototyping Mechanical and Electronic Components, Woodwork & Assembly.

Commission to adapt a version of Microculture Game for the SciCafe at the American Museum of Natural History

Microculture is a social card game about the human microbiome.

Designed in collaboration with MIT Media Lab for SXSW 2015.

DIY RC and Drone Kit for students

Concept and technical development for a marketing event featuring branded RC planes and drones. Researched, selected and tested potential products based on technical specifications and budget.

Senior Architect at Far Architects, Oct 2012 - Aug 2013

Architect at Blankpage Architects, May 2011 - Oct 2012

Freelance Architectural Designer at White sur White, 2011

Intern at Blankpage Architects, Summer 2009

Intern at DW5 Bernard Khoury Architects, Summer 2008

EDUCATION

[2013 - 2015]

MFA in Design and Technology

Parsons School of Design, The NewSchool, NY
The President's Scholarship, Tuition awarded for
Master Bootcamp program.
Graduated with honors.

[2006-2011]

BA of Architecture

Minor is Studio Arts and Art History

American University of Beirut, Lebanon
Graduated with honors

EXHIBITIONS

[2019]

Festival Performance

Roma Europa Festival, Rome

Complessità, Interactive Performance

Prize & Exhibition

re:Humanism by Alan Advantage, Rome

Complessità, Interactive Performance
4th place: Prize focused on the relationship between Art
and AI.

[2018]

Artist Fellowship

eyeo Festival, Minneapolis, US

Show and Tell Talk: Delirious Things

Exhibition. Symposium & Publication

50th Architecture Anniversary AUB

Featured works: Complessità, I am the Guggenheim, The
Irvine Mark 7

[2017]

Museum Game Experience

American Museum of Natural History, NY

Microculture Game, Social Card Game.

[2016]

Festival Exhibition

Digital Design Days, Milan

Tribeca Film Festival, Interactive, NY

Creative Tech Week, NY

IDAO, NY

Complessità, Interactive Performance

[2015]

Festival Exhibition

SXSW Interactive, MIT Media Lab Lounge, Austin TX

Microculture Game / Social Card Game

Exhibition

NYC Media Lab (Demo Show), NY

Take Ctrl / EEG Interactive Experience
Duration / BioArt Object

[2014]

Exhibition

**Games people play, The Temporary Agency, Brooklyn, New
York**

Dislocated / Interactive 3D printed object

Online Exhibition

The Guggenheim Helsinki

I am the Guggenheim Project Entry for the Architectural
Competition

[2010]

Competition winner's exhibition

Karaj Media Lab x UFA Insurance

Dillusional Black Holes / 3D Projection Mapping Competition &
Public Event
Winner of the Honorary Jury Award

PROFICIENCY

[Design & Coding]

Arduino . Processing . openFrameworks . Sketch App .
AutoCAD 2D/3D . Fusion 3D . Blender . Illustrator .
InDesign . Photoshop . Premiere . Final Cut Pro X .
AfterEffects . Squarespace . Shopify . Wordpress .
Woocommerce . HTML . CSS

[Making & Fabrication]

Digital 3D Modeling . Technical Drawings for CNC . 3D
Printing . Laser Cutting . Physical Computing .
Electronics . Molding and Casting . Architectural Model
Making

[Languages]

English, French, Arabic (fluent)
Spanish (basic)