

JULIA ECHEVARRIA

DESIGN FOR SENSEMAKING

CONTACT

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EDUCATION

ArtCenter College of Design
Media Design Practices
MFA 2020
+Thesis Scholarship 2019
+Concept Scholarship 2018

Academy of Art University
Animation & Visual Effects
Stop Motion & Experimental
Animation
BFA 2012

SKILLS

Design Research
Illustration
Information Architecture
IxD
Rapid Prototyping
Transmedia
UxD
Video Editing
Written Communication

TECHNOLOGIES

Adobe Creative Suite
InVision
Justinmind
Microsoft Office Suite
Omeka
Sketch

EXPERIENCE

Bay Path University

2020 : present

Subject Matter Expert: Digital Information Design and Society

Job Description: I collaborate with the Academic Director of Liberal Studies and Instructional Designer to develop curricula for four courses in the new Digital Information Design and Society undergraduate major.

- My Role:
- organize courses into modules that include introductions, learning materials, formative activities, and summative assessments
 - write learning objectives that support course and program outcomes and generate rubrics to assess student mastery
 - find and generate high quality, equity-driven learning materials, such as video lectures, presentation files, multimedia, web resources, journal articles, third-party tools, etc.
 - craft a student-centered, equity-driven course experience that provides ample opportunity for student-student and student-faculty interaction
 - implement templates and standards as provided by the University
 - conduct a review of the developed course for quality assurance

ArtCenter College of Design

2019 : 2020

Event Co-Organizer

Project Description: Mashed, Meme'd, Mixed, and Mulched is an interest group focused on the in-between, the both/and, and the non-binary in design. These include (but not limited to) methods and ideas around mixed reality, new aesthetics, gender, and ecology. Embedded in this group is an additional interest in curation and the skills needed to develop public programming.

- My Role:
- worked with a small team and faculty lead, Mimi Zeiger, to research, conceptualize, and produce an event from topic area
 - invited and coordinated with speakers
 - prepared written and visual material for event promotion

ArtCenter College of Design

2019 : 2020

Design Research Assistant

Job Description: I assisted ArtCenter faculty Sean Donahue in preparing materials for use in his book.

- My Role:
- asset collection
 - file conversion
 - manual and machine learning audio transcription

EXPERIENCE (CONT'D)

ArtCenter College of Design

2019

Design Researcher

Project Description: AI systems are inherently strange because of their mix of human parentage, algorithmic quirks, and savant syndrome with "islands of genius." The *Strange New Creatures* research project will embrace this odd mix in a series of design experiments that strive to create AI creatures with form and behavior that are "natural" to this strange inner character.

My Role:

- worked with a small team and independently
- developed taxonomy of AI characteristics
- developed speculative AI "personas" and scenarios
- prototyped game processes to generate AI personas
- created illustrations and graphic assets

Pasadena Waldorf School

2015 : 2018

Adjunct Art Faculty

Job Description: I taught sculpture, introductory design principles, and photoshop to students in grades 9 through 11.

My Role:

- designed original curricula, syllabi, and coursework
- produced unique written evaluations of each student
- adapted and supplemented instruction for students with learning disabilities

Pasadena Waldorf School

2014 : 2017

Resource Coordinator

Job Description: I played multiple administrative roles in the high school office.

My Role:

- created and edited formal written communications
- organized and maintained data and records
- designed and implemented new campus emergency preparedness program
- produced graphic materials such as maps for emergency procedure education
- created enrollment assets for brochures, advertisements, events

"Frog Bar"

2012

Lead Armaturist

Project Description: "Frog Bar" was a short stop motion film project by director Nick Walker.

My Role:

- designed stop motion puppet armatures based on character
- designed model sheets
- machine fabricated test armatures and modular components for team assembly
- managed a small team of armature fabrication assistants

EXHIBITIONS

Dying.dialogues | Toronto, ON, Canada | 01/2020 | "Dying is Interactive" installation

References available upon request.