# MAX SYMULESKI

646.943.4389 – mjsymuleski@gmail.com – mjsymuleski.com -- they/them/theirs

I am a researcher, media theorist, and artist with extensive experience in applied critical thinking and design. As a scholar of visual culture and media studies, I investigate the ways in which human experience is mediated visually, spatially, and technologically, how that mediation comes to shape our conception of the world around us, and what we do with that knowledge. As a mixed-methods researcher, I apply this critical perspective across my research and teaching, but especially in my work on interaction/interface design, computational media, and UX. I am currently looking for a position that allow me to integrate my experience in user research, higher education, and art & design.

previously    teacher   -   web designer   -   e-waste technician   -   academic administrator   -   native landscaper

## RESEARCH SKILLS

interviewing
usability testing
heuristic evaluation
visual/spatial analysis
archival research
research management

## TECHNICAL SKILLS

HTML/CSS
JS/JQuery
PHP & WordPress development
wireframing & prototyping
physical computing & remote sensing
graphic design

## EDUCATION

**PhD**
Computational Media Arts & Cultures, Duke University

**MA**
Historical Studies
New School for Social Research

**BA**
Visual Arts
Sarah Lawrence College

## RECENT EXPERIENCE

**User Researcher**   S-1 Speculative Sensation Lab (s-1lab.org)
Duke University, 2013-Present
Researched and co-designed interactive art projects in research lab investigating environmental and biometric sensing technologies and human-machine interaction.
<u>Methods:</u> prototyping, critical design thinking, interaction design, usability testing

**Principal Researcher**   Computational Media Arts and Cultures Department
*Maintenance Works: The Aesthetics and Politics of Collective Support*
Duke University, 2015-Present
A critical study of the theme of "maintenance" in contemporary visual culture that argues for the importance of foregrounding the work of maintenance, repair, and sustainability across human systems, from social to technological.
<u>Methods:</u> archival research, critical visual analysis, historical analysis, storytelling

**Instructor**   Visual & Media Studies Department
Web-Based Multimedia Communication & Web Project Design
Duke University, 2018-Present
Designed and taught two intro-level practice-based courses in CSS, HTML, JavaScript, and web design fundamentals.
<u>Methods:</u> prototyping, critical design thinking, interaction design, group critique

**Web Designer**   Artofthemooc.Org
Duke University, 2015-Present
Designed, built, and managed an archive of socially engaged art projects for use by students in the Coursera.org course, The Art of the MOOC.
<u>Methods:</u> web design, wireframing, prototyping, usability testing, competitive analysis

**Artist**   Queerxscape
Rubenstein Arts Center, Duke University & Basement Art Space, Chapel Hill, 2019
Art installation in sculpture, digital and analog collage, and video.
<u>Methods:</u> interaction design, graphic design, public presentation

**Researcher & Designer**   Medieval Color Comes to Light
Nasher Museum, Duke University, 2015
Researched, co-designed, and prototyped interactive exhibit with projection mapping and a touch screen interface to allow visitors to "paint" Medieval statues with light.
<u>Methods:</u> wireframing, prototyping, interaction design, usability testing