



**MOHINI
DUTTA**

**USER
EXPERIENCE
DESIGN**



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about

I'm a cross-platform designer based in NYC helping clients build resilient products & narratives. Innovating on designing experiences by building on models of engagement from games and play, I bring over 8 years of insight working with some of the biggest bands and global non profits.

I work best in a challenging & collaborative environment speculating a better future, preferably surrounded by small dogs.

education

MFA: Design + Technology 2012
Play & Interaction Design,
Parsons, The New School

BMM: Journalism 2006
Bachelor's degree in Mass Media,
Mumbai University

skills

Interaction: InVision, Proto.io

Wireframing: Sketch, Adobe Creative Suite,
Omnigraffle, Framebox

Web Design: HTML/CSS, SASS,
HTML5 canvas with P5.js

Game Design: Unity 3D, Maya, Twine

Creative Computing: Processing,
OpenFrameworks, Arduino, Raspberry Pi

Other: SCRUM, Project Management
Writing & Illustration

recognition

Mentor, Tribeca Immigration Co/LAB, 2017

Mentor, Kill Screen Games, 2016

Judge, Independent Games Festival, GDC 2015

Fellow, New Inc. as part of Code Liberation, 2015

Artist-in-Residence, OF GAMES II at Khoj

International Artists Association, India, 2014

Jury, Scholastic Design Awards: Games, 2013

Researcher, Climate Risk Management
Red Cross / START, 2012

Finalist, New Challenge Grant, Parsons, 2012

Recipient, Red Cross Young Scholar 2012

Recipient, Dean's Merit Scholarship, Parsons,
2011-2012

Recipient, Graduate Dean's Scholarship Parsons,
2010-2011

recent work

ANTIDOTE July 2012 - Current
Co-Founder & Narrative Strategist

As one of the founders, I have done everything from client-facing & project management, field research, to designing experiences & assets at [Antidote](#). Our clients include the World Bank, Red Cross Climate Center, American National History Museum, L+T Infotech, Innocence Project, Fleet Forum, Overseas Development Institute, etc.

BLOOMBERG TERMINAL June 2015 - Jan 2016
User Experience Designer - Mobile Team

Worked on the mobile team for the iconic [Bloomberg Terminal](#). I helped build their first UX Pattern Library, worked on the Login screen, the alerts team, and worked on parity of application between the desktop and mobile versions of contextual smart search. During my time here I trained in SCRUM, using the Bloomberg Terminal, and worked with the UX Research Lab at Bloomberg to audit the usability of the updated cross platform Terminal companion app.

teaching

SYRACUSE UNIVERSITY July 2017 - May 2018
Assistant Professor

Visiting Professor at the [School of Visual & Performing Arts](#)
Subjects Covered: Programming, Physical Computing, Game Design

PARSONS, THE NEW SCHOOL July 2016 - Dec 2016
Adjunct Professor

MFA and BFA Studio Classes, [Design + Technology](#) department
Subjects Covered: Media Theory, Interaction and Game Design

lectures & workshops

This year, I'm hosting a masterclass in games & policy in Singapore, executive producing [Objectif](#) at the [NYU Game Center Incubator](#), spoke at the [Left Forum](#) on digital labor rights, & will be hosting a workshop at [DEL](#).

My work has been at [Columbia](#), [NYU](#), [SVA IxD](#), [Reynolds Journalism Institute](#), and international forums such as the [Tribeca Street Fair](#), [UNFCCC COP13](#), [Indiecade & East](#), [Games for Change](#), [Queerness & Games](#), [Kill Screen](#), [Different Games](#), [Allied Media Conference](#), [Come Out and Play](#), [City of Play](#).

I am one of the founders of [Facets](#), a member of [Code Liberation](#), organized the games track at [AMC '14](#), & am one of the organizers of [Lost Levels](#).



Mohini Dutta



@freyadutta