

AMANDA LEWIS

CONTACT

www.amandamarielewis.com
contact@amandamarielewis.com
+33 06 62 56 33 95

ABOUT

I am a 24 year old designer and artist from the United States based in Paris. In my practice, I focus on new media and digital tools to solve design problems and deliver human-centered solutions. My work is heavily inspired by the relationship between humans, technology, and nature.

EDUCATION

Parsons The New School of Design 2014-2018

Bachelor of Fine Arts in Art, Media, and Technology at Parsons Paris

La Sorbonne

2016
Summer Intensive French Courses
Level A2-B1

SKILLS

Collaboration
Experience design
Scenography/Spatial design
Rapid prototyping
Adobe Creative Suite
Graphic Design
Web Design
Wordpress
HTML, CSS, JS, PHP
Arduino, Rasperry Pi

LANGUAGES

English - Native Speaker
French - Intermediate

SPECIAL PROJECTS

Experience Designer for The Hive Creative Impact Biodiversity Project

June to November 2020
The objective of the Creative Impact "Citizen Engagement and Biodiversity" with the Hive is to experiment with new socially responsible solutions to accelerate the awareness and action of citizens.

RESIDENCES

Artistic Resident at The Hive the camp

March to September 2019
The HIVE is a 6 months full-time residency for young artists and creators to launch disruptive expeditions for impact and explore the future. During the residency, I co-founded the eco-feminist collective Telenatura Lab and developed a project around reconnecting people with nature.

RECENT EXHIBITIONS

Blooming the Camp

September 2019
Exhibited interactive installation for the Hive residency at the camp in Aix-en-Provence.

Parsons Paris Festival Mona Bismarck American Center

May 2018
Exhibited undergraduate thesis project *A Study of Scarred Landscapes*.

Presenting artist at REFRAG: CRADLE-to-GRAVE Festival

March 2018
Presented research project *A Study of Scarred Landscapes*. *ReFrag* is a symposium exploring new connections between art, culture, and technology, by Parsons Paris Design and Technology.

MERGE: an Exhibition of Art && Design with Code Plateforme Gallery

November 2017
Exhibited text-based online game *The Zone*, developed in Javascript during a creative coding course.

WORK EXPERIENCE

Freelance Web Design and Development

Fall 2019 to Present
Front-end development of Wordpress websites and customized templates for architecture studios, in collaboration with Graphique-Lab.

Sales Associate and Web Design Camerone Boutique

Fall 2018 to Spring 2019
Worked in the boutique as a sales associate and designed the online store.

Research Assistant to artist Alex Martinis Roe

Summer 2018
Researched archival documents in Paris for the artist's upcoming documentary on feminism and May '68.

Academic Technology Assistant Parsons Paris

Fall 2017 to Spring 2018
Worked in the Digital Print Lab helping students solve technical issues and teaching them how to use the available technology.

Graphic Design Intern ASIA NOW Paris Asian Art Fair

Summer to Fall 2017
Redesigned and updated the website, designed newsletters, digital communications, and content for social media.

Identity Designer Les Mécanismes de Création Pop Up Store

Fall 2016
Created the visual identity and organized the pop up store at Parsons Paris with a team of students.

Layout Designer for ICI/AILLEURS

Summer 2016
Designed the layout for the magazine collaboration between Gogo City Guides and Kilometre for the Kilometre pop-up at Le Bon Marché and Voyageurs du Monde.

Social Media Internship & Map Design at Gogo City Guides

2016 to 2017