MEGHNA PATHAK

Experience . Interaction . Environments

www.meghnapathak.org
www.meghnapathak.com
meghna1397@gmail.com
(501) 410 2164

I am a multidisciplinary designer with a background in Experience, Interaction and Retail Interior Design. I have worked extensively to design interactive environment experiences - in New York City, Singapore and Mumbai. Focused on design concept and articulation, I have worked with diverse teams of designers, programmers, architects and fabricators to deliver experiences that challenge the norm.

PORTFOLIO

For an updated portfolio of my works, please refer to my website -
www.meghnapathak.com

WORK EXPERIENCE

Jan 2014 - Dec 2014

SENIOR EXPERIENCE & INTERACTION DESIGNER
LAB at Rockwell group, New York City

I worked on interactive installation projects for clients such as Starwood Retail, Fischer Brothers, Brookfield Place New York, China Trust Bank, Intel @ CES, Related Companies, MGM Casinos, Wynn Hotels, and many more. My role in these projects typically varied from Experience and Interactive Lead to Senior Interaction Designer.

My Primary responsibilities ranged from concept, design development and research to coordinating multi-disciplinary teams of architects, creative technologists, programmers, interaction and graphic designers. I was also involved extensively in client presentations and site interactions.

Sept 2011 - Dec 2013

EXPERIENCE & INTERACTION DESIGNER
LAB at Rockwell group, New York City

I worked with diverse teams of designers, technologists, architects and fabricators to develop projects for clients such as Google, Intel, MakerFaire, Related Companies, etc. My role in these teams primarily focused on research, concept and experience design and design development, proposal writing, initial cost estimates and vendor liaison.

I also worked extensively on developing design pitches geared towards procuring new projects. A significant aspect of my work involved sketching, storyboarding, illustrations to communicated design concept, prototyping, and organizing and leading charrettes. Additionally, I was a contributor in developing Spacebrew (spacebrew.cc)- an open source toolkit for choreographing interactive spaces.

Jan 2010 - July 2011

GRADUATE TEACHING ASSISTANT
University of Texas at Austin

SPRING 2010 & 2011 - Design Technologies II
Faculty - Riley Triggs

I was involved in introducing students to 3D design concepts, softwares such as SketchUp, Vectorworks, planning the syllabus, assignments and grading. Student interaction included design critique and introduction to prototyping.

FALL 2011 - Design Laboratory
Faculty - Michelle Bayer

I managed the equipment and collections housed at the department design lab, such as a collection of old American Wood Type, the letterpress and the photography studio.

WORK EXPERIENCE continued...

Dec 2006 - Jul 2008   RETAIL ENVIRONMENTS DESIGNER
FITCH, Singapore

I worked on projects for clients such as Apple, Asian Paints, DFS, Hewlett-Packard, Olay, Proctor & Gamble, SK II, Singapore Tourism Board, Timberland and others.

My involvement ranged from the design and development of identity manuals for different markets, planning and design of stores, trade show stands, client offices etc, execution of drawing packs and construction process review to developing and maintaining a reference materials library for the design teams.

Dec 2004 - Sept 2006   INTERIOR ARCHITECT
RATAN J. BATLIBOI ARCHITECTS, Mumbai, India

I worked on projects ranging from the design and development of Retail Identity Manuals, corporate business centers, retail environments and office interiors to competition pitches.
Clients included Western Union, Tata Motors, Unilever, Lakme and others. My involvement in projects ranged from concept development, design, space planning, 3D modeling and identity manual composition to making final drawings for tender packs.

EDUCATION

MFA, DESIGN - 2011
University of Texas at Austin
Minors - Information Architecture, Architecture

Bachelors in Interior Design - 2004
Center for Environmental Planning and Technology (C.E.P.T) University
Ahmedabad, India

MEDIA MENTIONS & AWARDS

GRADUATE SCHOOL

2010 - 2011
James Malone Endowed Scholarship
St. David's Healthcare Partnership Endowed Scholarship

2009 - 2010
Michael Aubrey Jones Endowed Scholarship in Art
Marshall F. Wells Scholarship and Fellowship Endowment in the College of Fine Arts

TEAM P&G AWARDS (for their media agencies) for Fine Fragrance Counter Designs
Best Application of a Beauty Sense & Sensibility and
Best Innovative Thinking

INTEL ULTRABOOK TREE
Gold Medal for Best Audience Interaction at the 2013 Event Technology Awards

MEDIA MENTIONS continued...

SELECTED MEDIA MENTIONS - WEB

FOR 605 3rd Ave -
A new take on lobby art
Wall Street Journal (http://www.wsj.com), April 20, 2016

FOR BROOKFIELD PLACE - LUMINARIES
Basking in a new holiday glow
New York Times (http://www.nytimes.com), NOV. 29, 2015

David Rockwell's 'Luminaries' Invites You to Celebrate the Holidays Beneath a Glowing
Canopy at New York City's Winter Garden
Forbes (http://www.forbes.com), NOV 21, 2015

Architect David Rockwell's "Luminaries" Aims To Create A New Holiday Tradition
Fast Company (http://www.fastcodesign.com/), December 3, 2015

FOR THE DOCKS AT SOUTHLAKE MALL
Wow: Southlake Mall to get digital river and virtual trees
nwitimes.com, Jul 20, 2015

FOR THE LOUIS JOLIET MALL TREE
Digital tree holiday centerpiece at Louis Joliet
The Herald - News (http://www.theherald-news.com)v, Nov. 26, 2014

Digital Tree on display at Louis Joliet Mall
http://abc7chicago.com/ , November 26, 2014

FOR THE INTEL ULTRABOOK TREE
Future Of Computer Interaction Blossoms With The Ultrabook Tree, PSFK
https://www.psfk.com/2013/01/intel-ces-ultrabook-tree.html, January 2013

MAKE at CES 2013: Intel Ultrabook Tree, Makezine
https://makezine.com/2013/01/09/make-at-ces-2013-intel-ultrabook-tree/

SKILLS

PROGRAMS - Sketch, Adobe Creative Suite - Illustrator, Photoshop, AfterEffects,
InDesign

ARCHITECTURAL - SketchUp, VectorWorks

PROTOTYPING - Sketching/Drawing, Wood working, Mixed media rendering,
architectural model making, Processing (basic), Arduino (basic), HTML & CSS (basic)

REFERENCES

Available upon request.