Josh Zhona (he/him) @joshjoshjoshdotnet joshjoshjosh.net josh@joshjosh.net Josh (Josh Josh) is an Aotearoa-born, NYC-based interdisciplinary designer, communicator, and engineer of stupid-smart experiences Education MPS Interactive Telecommunications Designing joyful, silly, out-of-the-box experiences with emerging Program (ITP) technologies. Coursework includes experience design, industrial design, fabrication, electrical engineering, physical computing, full-**New York University** stack web development, and UX design. Organised the 2024 ITP Stupid Hackathon and represented ITP at Currents New Media 2022 - 2024 Festival and Maker Faire in 2023. See full ITP blog. BFA Clive Davis Institute of Recorded Music 3.9 GPA Graduated Summa Cum Laude, Tisch Dean's List 2017, + Computer Science Minor 2018, 2019, 2020. Coursework includes A&R, artist development and management, audio engineering, music theory and production, music **New York University** business, music writing, data structures, computer systems organisation, and iOS development. 2016 - 2020 ITP NYU Sep 2024 - Present **Employment** Social Media Manager Currently leading ITP and IMA's social media content strategy, promoting the programs to prospective students, supporting projects by current students and faculty, and engaging with a vast alumni network. Responsibilities include developing a content strategy, producing original content, managing student social media assistants, and showcasing the highly creative environment that ITP and IMA fosters. **Post Doctoral Research Resident ITP NYU** Aug 2024 - Present Post Doctoral Research Residents continue their research while also providing support to the ITP and IMA student body, working closely with professors to provide supplementary workshops, office hours, event support, and project support. **Graduate Teaching Assistant** ITP NYU Oct 2022 - May 2024 Assisted undergraduate students with project ideation, development, critique and execution. Supported professors with administrative aid and facilitating in-class conversation. Classes include Intro To Fabrication and Large Scale Kinetic Installations. Floor Staff, Equipment Room ITP NYU Sep 2022 - May 2024 Supported students, residents, and faculty of ITP by distributing essential equipment for projects and installations. Provided in-depth technical assistance on a wide range of devices and tools. Catalogue Assistant DRM NZ Oct 2021 - Jul 2022 Managed an extensive catalogue of music and video assets and metadata, provided hands-on communication with clients, set up & maintained accounts, and conducted research in support of pitch coordination. Provided key UX design insights for research and development of new client portal. Leigh Audio Designs Apr 2021 - Jul 2021 Bradshaw Leigh is a premier audio engineer, consultant, and designer based in New York. Assisted Brad on technical projects for clients like Spotify and Pinkhouse Studio involving wiring, soldering, CNC machining, 3D prototyping, and studio setup. Studio Manager Arcade Songs Nov 2020 - Mar 2021 Roles included troubleshooting technical issues, coordinating studio repairs, managing studio equipment, assisting writers with their sessions, liaising with building management and contractors, general office and file management, and setting up Zoom sessions for Arcade's writers.

Creative Intern META: The Art of Being There Feb 2020 - May 2020

Production Assistant/Teaching Assistant Clive Davis Institute NYU July 2019 - May 2020

Content strategy and creation, audio production and engineering, full-stack web development, workshop development and facilitation, digital and manual fabrication, physical computing. Node, Figma, Adobe CC Suite, Google Suite, Microsoft Office, Arduino, Autodesk Fusion, Solidworks, Ableton, Logic Pro.

Skills

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