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BILLY DANG

SKILLS

Software: Sketch, Framer, Invision, Adobe Suite, Blender, Rhino, Eagle CAD, Microsoft Office, Google Suite
Programming: JavaScript, HTML, CSS, Python, Processing, Arduino, Max MSP, Eclipse, Android SDK
Fabrication: 3D Printing, Laser cutting, CNC, Metal and Woodworking, Industrial Manufacturing
Language: Fluent in English and Vietnamese

PROFESSIONAL EXPERIENCE

- Fordham University** Bronx, NY - Adjunct Professor 08/2017 - 01/2018
Taught Digital Video and Multimedia in the Department of Computer and Information Science (CIS)
- Eyebeam Atelier** New York, NY - Senior Technology Manager 09/2015 - 09/2017
Consulted artist residents with the development and production of creative technology projects
Created and managed institutional partnerships to expand resource and access for artist residents
Developed future technology research initiatives with the Executive Director and Residency Director
- Billy Dang** Brooklyn, NY - Wearable Technology Consultant 12/2015 - 12/2017
Researched, designed and created wearable technology products for creative studios and fashion brands
- Principled Design, WW Advisors LLC** New York, NY - Smart Garment Designer 06/2015 - 12/2015
Designed and created wearable technology prototypes for established brands
- Soteria** New York, NY - CPO, Co-founder 09/2014 - 12/2015
Designed and prototyped a smart personal safety device and an accompanying phone application
Soteria was a finalist in the NYU Stern \$200K Entrepreneurs Challenge 2015
- YesYesNo** New York, NY - Creative Technologist, Production Manager 06/2015 - 08/2015
Created custom installations for Google Cardboard in collaboration with Molmol and Zach Lieberman
- Undisclosed LLC** Brooklyn, NY - Creative Technologist 09/2013 - 03/2014
Assisted Adam Harvey to produce new work related to fashion, surveillance, privacy and technology
- H. Theophile LLC** New York, NY - Project Manager, Industrial Designer 04/2011 - 09/2013
Designed, prototyped and managed production of luxury architectural hardware from design pitch to final installation
Collaborated in sync with interior designers, architects, contractors, engineers, fabricators and sales team
Developed and implemented custom tools, fabrication methods and management practices

EDUCATION

- New York University Tisch** New York, NY 09/2013 - 05/2015
Master of Professional Studies (MPS) - Interactive Telecommunications Program (ITP)
Focus: Interaction Design, UX, Physical Computing, Wearable Technology, Data Visualization
- Pratt Institute** Brooklyn, NY 09/2005 - 05/2009
Bachelor of Industrial Design (BID) - Industrial Design Program
Focus: User Interaction, Industrial Manufacturing, Furniture Design, Toy Design, Digital Fabrication

HONORS & EXHIBITIONS

Poseidon, the 3D printed garment, showcased at Eyebeam's Re-Making Patterns Exhibition 2015
TEI 2015 International Conference Student Design Challenge
Make: Wearables Projects on the Runway at Engadget Expand
Eyebeam & Shapeways "Matter that Moves" Exhibition
Vice Media and Microsoft Design "Captivated by Her" Challenge