

# Rebecca Friedman

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## EDUCATION

### Wellesley College

*Expected 2026*

- B.A. in Media Arts and Sciences
- Cumulative GPA: 3.79
- **Relevant coursework:** Human-Computer Interaction, Computer Graphics, Adv. Projects in Interactive Media, Research Methods for Ethics of Technology, Digital Imaging

### Massachusetts Institute of Technology

Cross-Registered Student

## SKILLS

### Programming & Web

- Python
- Java
- HTML, CSS, & Javascript
- Three.js
- GSAP

### Creative Softwares

- Figma
- Adobe Creative Cloud (*Illustrator, Photoshop, After Effects, Premiere Pro*)
- Maya
- Max/MSP

## ADDITIONAL INVOLVEMENTS

- Whiptails Ultimate Frisbee B-Team Co-Captain (*Oct. 2024-Present*)
- Whiptails Ultimate Frisbee Digital Media Chair (*Jan. 2023-Dec. 24*)
- Docent at the City Reliquary Museum and Civic Organization (*Summer 2023*)

## WORK EXPERIENCE

### Knapp Makerspace & Multimedia Center | Wellesley, MA

#### Student Makerspace Manager

*Sept. 2025 -*

*present*

- Design and oversee workflows for around 10 student workers to track machine maintenance, troubleshooting progress, and project status.
- Ensure smooth daily operations by monitoring shift coverage, inventory, and materials, proactively addressing operational needs.
- Maintain clear communication among staff and patrons by standardizing signage, documentation, and procedures; support onboarding, newsletters, and website updates.
- Manage workshop preparation and promotion, delegating tasks and coordinating outreach to increase participation and visibility.

#### Fabrication & Digital Media Consultant

*Sept. 2024 -*

*May 2025*

- Enhanced and implemented training procedures, providing hands-on support for patrons using Photoshop, Illustrator, Tinkercad, 3D printers, digital embroidery, and sewing machines.
- Taught workshops on creative software and fabrication techniques, fostering engagement, building community, and supporting skill development.

#### Summer Technology & Makerspace Assistant

*Summer 2024*

*& 2025*

- Created an interactive augmented reality experience in Adobe Aero and Maya using human-centered design principles; project selected for Wellesley's 2024 Tanner Conference.
- Assisted with relocating and configuring the makerspace, organizing the space for intuitive flow and functionality, and creating modular mobile pegboards and other projects to reduce setup time and improve accessibility for patrons.
- Supported daily makerspace operations while developing long-term projects, enhancing user experience and operational efficiency.

### Wellesley Computer Science Department | Wellesley, MA

#### Computer Graphics Tutor

*Sept. 2025 -*

*present*

- Host weekly drop in-hours to help around 20 students with computer graphics concepts in Three.js such as modeling, textures, camera positioning, user interaction, and animation.
- Provide individualized assistance to clarify difficult concepts, offer feedback on assignments, and deepen student understanding of technical principles and creative applications.
- Foster an accessible and supportive learning environment, encouraging student engagement, questions, and collaborative learning.

### Student Organization Funding Committee | Wellesley, MA

#### Graphic Designer

*Jan. 2024 -*

*May 2025*

- Conceptualize and design visually compelling posters, websites, and logos using Adobe Illustrator and Photoshop to support student organizations and campus community.