

AMANDA LEWIS

CONTACT

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ABOUT

I am a designer and artist from the United States. I strive to combine visual and graphic arts in my work, trying to find the balance between artistic and commercial endeavors. I am constantly searching for the happy medium between art and design in my practice.

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

Adobe Creative Suite
Video Editing
Social Media
Graphic Design
Web Design
Wordpress
HTML, CSS, JS, Bootstrap, JQuery
Blender 3D
Unity
Arduino, Rasperry Pi

LANGUAGES

English - Native Speaker
French - Intermediate

EXPERIENCE

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.

Department Assistant for Art, Media, and Technology Parsons Paris

Fall 2016
Developed the social media presence for the AMT department.

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
Designed and developed a set of graphic maps printed in the Parisian guide book.

RESIDENCIES

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.

EXHIBITIONS

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.

A More Fruitful Way to Spend Freetime Plateforme Gallery

May 2017
Performance of *WWW.SEND-ME-A-TASK.COM*, an interactive online and in-gallery performance discussing the working conditions of Gig Economy employees.

PERCEPTIONS Exit Festival Maison des Arts Créteil

April 2016
Exhibited semester-long installation *Tonal Architectures*.