

VIC S COSTIKYAN

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SUMMARY

Vic Costikyan is a UX researcher and designer with a background in teaching, museum education, and nonprofits. She utilizes anthropology and education methodology for human-centered design projects.

EDUCATION

**Carnegie Mellon University,
Pittsburgh, Pennsylvania**

M.A. Degree, Design

**Oberlin College,
Oberlin, Ohio**

*B.A. Degree, Triple major
Anthropology, Art History, and
Archaeological Studies*

SKILLS

Adobe Creative Suite

Illustrator

Photoshop

InDesign

After Effects

Statistical Analysis

Inquiry-Based Teaching

Collaborative Problem Solving

THESIS

**Artifacts Online: Connecting
through Digital Integration**

By digitally reuniting collections which have been spread across many museums, we can gain a greater insight into the significance of the collection and their original contexts. This college thesis, in partnership with the Smithsonian, involved digitizing African objects in the National Museum of Natural History's collection.

EXPERIENCE

Teacher/Mentor

Fusion Academy, School, New York City

January 2016 - July 2016

- Designed and customized high school curricula in an individualized learning environment. Taught history, government, and economics to high school students with learning differences and behavioral challenges using inquiry-based teaching methodology.
- Led collaborative problem solving sessions with students and parents regarding learning difficulties.

Education Programs Associate

Metropolitan Museum of Art, New York City

December 2014 - January 2016

- Coordinated and assisted museum educators with curriculum design for intern educational activities.
- Led all administrative needs for the undergraduate and graduate internship program, including survey analysis, application management, administrative tours scheduling, maintaining databases, fielding inquiries, and tracking actuals.
- Corresponded with 20+ Met departments regarding institutional needs and intern registration.
- Appointed to the Computer Liaison Group, a small group of Met staff acting as liaisons between their departments and The Met's Information Systems & Technology Department.

Arts Programming and Events Intern

Cool Culture, Nonprofit, New York City

June 2014-November 2014

- Collaborated in execution of the 2014 Cool Culture Fair, an event for 500+ NYC educators.
- Managed, analyzed, and reported on cultural institution data regarding visitation, contacts, and promotional events.

Research Assistant

Osseous Materials Research and Education Project, Oberlin

September-December, 2011 and 2013

- Researched prehistoric antler and bone tool production.
- Analyzed and wrote reports on data for academic publication.
- Presented statistical findings at the 2013 REARC (Reconstructive and Experimental Archaeology Conference)