



MOHINI FREYA DUTTA

Design | Art | Education

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I'm a senior product designer, artist, and educator based between Lisbon and Brooklyn. I am passionate about equitable community building through design, and I have over a decade of experience helping a diverse range of clients build resilient, scalable, mission-driven products and services. Currently, I support labour organizations and global non-profits through my design studio Antidote. I am looking for remote, part-time projects centering equity.

education

MFA: Design + Technology 2012
Play & Interaction Design,
Parsons, The New School

BMM: Journalism 2006
Bachelor's degree in Mass Media,
Mumbai University

recognition

Judge, Scholastic Design Awards, 2021
Featured Artist, V&A Museum Dundee, Design's
Response to Covid-19, 2020
Designer, Covid Tracking Project, 2020
Facilitator, Data at Play, MIT Media Lab, 2019
Speaker, Game Developers Conf. 2019
Facilitator, Speculative Futures through Play,
Singapore Teachers College, 2018
Mentor, Tribeca Immigration Co/LAB, 2017
Judge, Independent Games Festival, GDC 2015
Fellow, New Inc. as part of Code Liberation, 2015
Artist-in-Residence, OF GAMES II at Khoj
International Artists Association, India, 2014
Researcher, Climate Risk Management
Red Cross / START, 2012
Recipient, Red Cross Young Scholar 2012
Recipient, Dean's Merit, Parsons, 2011-2012
Recipient, Graduate Dean's Parsons, 2010-2011

My work with the Covid Tracking Project was featured
at Victoria & Albert Museum in Dundee last year.
I spoke at and my work has been featured at
Columbia, NYU, SVA IxD, Reynolds Journalism
Institute, Tribeca Street Fair, UNFCCC COP13,
Indiecade & East Games for Change, Queerness &
Games, Kill Screen, Different Games, Allied Media
Conference, Come Out and Play, City of Play.
I was a founding member of GWU, and Facets.

recent experience

ANTIDOTE 2012 - Current
Co-founder, Creative Director
Antidote uses the product, service, and game design to bridge the gap
between mission-driven organizations and their human impact.
Clients included the Worker's Justice Project, Laundry Workers
Center, WHO, UN, Innocence Project, Doha Debates, and others

TUMBLR Nov 2018 - Nov 2019
Senior Product Designer
I led the redesign of a new user onboarding process, reimagined
content exploration, and introduced a new community curation
experience called Hubs. I brought in a research and data driven
design process leveraging both UXR & KPIs, and introduced a
Jira ticketing system to improve transparency and collaboration.

BLOOMBERG TERMINAL June 2015 - Jan 2016
User Experience Designer - Mobile Team
Worked on the mobile team for the iconic Bloomberg Terminal.
I helped build their first UX Pattern Library, worked on the login screen
& the alerts team while building parity between the desktop and
mobile versions of their smart search. During my time here I trained in
SCRUM, using the Bloomberg Terminal, and worked with the UX
Research Lab at Bloomberg to audit usability for the companion app.

teaching

PARSONS, THE NEW SCHOOL Fall 2016 - Current
Adjunct Professor
MFA and BFA Studio Classes, Design + Technology department
Subjects Covered: *Socially Engaged Design Practice, Media Theory, Interaction
and Game Design, Creative Technology*

GAME CENTER, NYU Fall 2021
Adjunct Professor
BFA Capstone Class, Tisch School of the Art
Subjects Covered: *Game Design, Art and Social Context*

SYRACUSE UNIVERSITY Fall 2017 - Spring 2018
Assistant Professor
Visiting Professor at the School of Visual & Performing Arts
Subjects Covered: *Creative Technology New-Media Storytelling, Game Design*