Ana Meisel

Software engineer with a design background specialising in projects for art institutions and creative organisations.

Website
ana.help

Portfolio
web-portfolio.ana.help

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Phone
+44 (0) 746 325 9226

Languages
English, German, Czech, Polish, French, Spanish

Projects

Co-Founder & Host 2022 – 2024
Our Friend The Computer
Exploring diverse computing histories and its alternative narratives.

Founder & Director 2017 – Present
External Pages
Online exhibition space for new internet art.

Research Artist 2017 – Present
Superkilogirls
Researching computing's material and labour history.

Education

Software Engineering 2024
Iungo Solutions

BA Design 2013 – 2016
Goldsmiths, University of London

IB Diploma 2009 – 2013
College Alpin Beau Soleil

Experience

Lead Software Engineer April 2024 – April 2025
Accordion Innovation
Led the development of the atomisation and expansion of Accordion, a web app for adjusting audio length without losing structure.
Consolidated and optimised codebases, restructuring the backend to support enhanced frontend performance.
Set up cloud infrastructure, advanced podcasting accessibility and oversaw all technical aspects and additional sub-projects.

Software Engineer June – October 2024
Eames Institute
Optimised the Institute's website and digital assets, focusing on architecture, eCommerce integration, and performance.
Improved speed and dynamic routing, integrated Shopify to sync products and cultural assets, developed migration scripts, and refined content schemas for modular data management.
Enhanced user experience and SEO through indexing improvements and automation, ensuring accessibility standards.

Software Engineer & Designer June 2016 – Present
Freelance
Architecting responsive and visually distinctive websites for arts clients with a focus on creativity, accessibility and sustainability.
Delivering UX/UI designs and implementing eco-conscious frontend and backend solutions for readability, durability, with streamlined client collaboration. Selected projects: Otherness Archive, Speech Project, Ariadna García Llorente.

Partner & Software Engineer July 2019 – 2023
4 Us & 4 Others
Developed and deployed web applications in a collaborative team setting. Built responsive, interactive interfaces and implemented server-driven UI for seamless user experiences. Selected projects: Political Bodies, Ashton Mills, Probiotic Rituals.

Production Assistant May 2018 – 2024
University of London Worldwide
Produced and managed online lectures for Computer Science and Data Science, including pre/post-production, archiving, and AWS operations.

Visiting Lecturer in Design October 2024 – 2024
Goldsmiths, University of London
Mentored students in project development, taught interface design and collaging, led workshops in the Methods and Processed and Professional Practice modules.

Design Workshop Teacher September 2017 and September 2018
Department of Visual Arts, College Alpin Beau Soleil
Taught animation, sculpture, graphics, 3D modeling, and 3D printing classes.

Talks & Interviews

Presented on UX/UI design and internet art history at:
NYU Tisch, April 2024
Goldsmiths, University of London, October 2023
College Alpin Beau Soleil, June 2023, November 2018
Rhizome.org as part of Our Friend The Computer, April 2024

Exhibitions

Exhibited digital and internet art in:
Alkatraz Gallery, March 2024
Nøtel Cinema, Amsterdam, 2018
low_res_camera_roll, 2018
The SketchUp Residency, 2018
Framework, Leeds, 2017
twine_cræft, CH, 2016
Known Unknowns, London, 2016
3rd Space, London, 2016

Writing

Published writing includes:
Our Friend the Computer Zine, 2024
EphemerMAL, MAL, 2024
External Pages, Coeval, 2021
Seeing Through Deceptive Websites, Anti-materia, 2019
Beneath the Facade, Cyborgology, 2019
Contributions in Cyberfeminism Index, Inventory Press, 2023