

ELIJAH MUNN

Design Engineer · Interactive Products & Data Visualization

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[munn.studio](#) [GitHub](#) [LinkedIn](#) [YouTube](#)

Design engineer building complex, data-driven products from interface exploration through implementation and deployment. Work spans interactive maps, research tools, mobile interfaces, and visual identity. Fluent in React and TypeScript, with a practice grounded in reusable components, clear information structure, and iterative interaction design.

EXPERIENCE

Senior Consultant, Urban Analytics & Software Development · Aretian Urban Analytics & Design

Dec 2023-Present · Boston, MA (remote)

- Sole full-stack engineer on City Digital Twin (cdt.cat). Designed and built an integrated interface connecting interactive 3D maps, reusable filter controls, and coordinated charts so users can explore data and inspect individual parcels.
- Built end-to-end: backend data pipelines integrating housing, cadastral, economic (INE census), and mobility data; and the frontend letting planners, policymakers, and researchers query, visualize, and compare across scales.
- Produced the product's visual identity, including the logo, brand, and all media. Delivered for the Torras Family Foundation and Barcelona Global.
- Stack: Next.js · TypeScript · deck.gl · Supabase (Postgres) · Vercel · Blender · Figma.

Frontend Developer to DevOps Engineer · Public Interest Tech Lab, Harvard Kennedy School

Sep 2020-2024 · Cambridge, MA

- Hired for a single basic website; grew into the engineer "uniquely responsible for the success of the lab's defining projects", owning frontend, UX, infrastructure, and deployment end-to-end under Prof. Latanya Sweeney (data-privacy pioneer, former FTC CTO).
- fbarchive: complete frontend (React) and design/media for the platform housing Facebook's internal documents for collaborative research and curation.
- JoinU: complete frontend (React Native) and design for the university mobile app driving physical activity through social features.
- MyDataCan: contributed to the user-controlled personal-data platform (data encryption, iOS/Android apps).

SELECTED PROJECTS

murmur.murmuralabs · Design & Development (2026)

An urban-foresight platform that splits cities into hexagonal cells carrying 100+ metrics across demographics, housing, health, mobility and equity, letting planning teams fork policy scenarios, model agent-based outcomes, and see who benefits before decisions unfold.

[deck.gl](#) · [Mapbox](#) · [H3](#) · Agent-based
<https://www.murmuralabs.com>

lightflow · Full-stack (2026)

An audio-reactive lighting director that separates music into stems, uses an attention model to pick the focus of each frame, and lets Claude compose bar-level light patterns, driving real DMX hardware and a live Three.js visualizer.

Three.js · Web Audio · Claude API · Python

<https://lightflow-emunns-projects.vercel.app/>

medialab-redesign · Design & Development (2026)

A full redesign of the Media Lab's web presence, scraping 600+ live records into a typed content layer and presenting people, projects and events through a 3D-accented, cross-linked editorial system.

Next.js · Three.js · GSAP · Data

<https://medialab-redesign.vercel.app/>

SKILLS

Design & Visual Tools: Figma, Blender, Adobe Creative Cloud (visual tools)

Audio, Photo & Video: Audio production (Logic Pro X), Photo editing (Pixelmator Pro), Video editing (Final Cut Pro)

Languages: TypeScript / JavaScript, HTML / CSS, Python, SQL

Frontend & UI: Next.js, React, React Native, Svelte, Tailwind CSS, shadcn/ui, Three.js, Framer Motion

Maps & Geospatial: deck.gl, D3.js, Mapbox GL, H3, PostGIS, Turf.js

AI & Modeling: agent-based modeling, generative AI integration (OpenAI, Anthropic)

Backend & Infra: Supabase (Postgres), spatial data pipelines, REST APIs, Vercel, Google Cloud, AWS

EDUCATION

M.S., City and Technology (MaCT) · Universitat Politècnica de Catalunya / IAAC (Barcelona) (2021)

B.A., Architectural Studies · Boston University (2018)