

# MARA JOVANOVIĆ

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## EDUCATION

Massachusetts Institute of Technology – MArch ◦ Cambridge, MA — Feb 2026  
Brown University – B.A. Architecture ◦ Providence, RI — May 2022  
Rhode Island School of Design – courses in Architecture ◦ Providence, RI — 2020-21

## EXPERIENCE

### Exhibition Fabricator, MIT

- **BLACK City**, with Prof. Yolande Daniels Fall 2022 - Present
  - helping fabricate large-scale installations for Keller Gallery exhibition
  - producing lighting and structural studies in model for upcoming Venice Biennale installation
  - CNC cutting, assembling and finishing panels, testing and troubleshooting wall mounts
  - coordinating a production schedule around a tight timeline and budget
- **RECORDAR**, with Prof. Deborah Garcia Spring 2023
  - fabricating furniture-scale exhibition pieces on a tight timeline
  - designing efficient cut-lists with material and space constraints in mind

### Monitor, N51 Wood Shop / Rapid Prototyping Lab / MARS Lab, MIT Fall 2022 - Present

- performing machine and space maintenance
- teaching safe and effective use of shop tools for architectural projects
- fostering a welcoming environment for shop users regardless of experience

### Intern, Toshiko Mori Architect Summer 2021

- building and transporting physical study and presentation models
- assisting with digital 2D and 3D building studies
- building an adjustable 1:1 prototype for a furniture project

### Manager and Monitor, Brown Design Workshop Spring 2019 - Spring 2022

- leading a cross-departmental team of peers in broadening the making and repair community at Brown
- teaching members how to use various tools in woodworking, laser cutting, 3D printing, sewing
- assisting with design-related and technical aspects of members' projects
- taking care of the makerspace and performing machine maintenance as needed
- helping foster a safe, warm, and welcoming working atmosphere

### Teaching Assistant, Brown University

- **Intermediate Design Studio**, with Prof. Craig Barton Fall 2020, Fall 2021
  - selecting sites and compiling site information
  - designing assignments and course materials in close collaboration with the professor
  - developing comprehensive and accessible workshops for Rhino and Adobe PS/AI
  - holding regular office hours to provide support and critique
  - curating an extensive resource list according to student needs and interests
- **Design of Robotic Systems**, with Prof. Iris Bahar Spring 2021
  - redesigning the syllabus and projects for unpredictable conditions and a hybrid course format
  - introducing explicit design elements and real-world motivations into course assignments
  - holding regular office hours to assist with student projects and provide critique
- **Intro to Engineering Design**, with Prof. Michael Donohue Fall 2020, Spring 2021
  - designing and teaching course components on ideation and design communication
  - collaborating with the TA team and professor in refining course structure and content
  - mentoring students and compiling resources on design history, politics, and practice
  - accommodating a wide range of student goals, interests, and previous experience

- Boatbuilding: Design, Making and Culture, with Prof. Steve Lubar Fall 2019
  - supervising and aiding students in constructing a traditional workboat (14ft Maine Peapod)
  - helping students develop comfort and confidence in using various woodworking tools
  - teaching boatbuilding processes such as lofting, bent lamination, and planking

#### Curricular Design Assistant, Brown University

- Water and Architecture, with Prof. Sheila Bonde Fall 2021
  - helping rework a 10-year-old seminar syllabus to consider recent scholarship
  - developing a robust hands-on component to the course, including labs and projects
  - hunting for readings, proposing new course units
- Books: Material and Digital, with Prof. Steve Lubar Summer 2020
  - brainstorming high-level syllabus approaches for a new course
  - developing, testing and documenting hands-on remote-friendly bookmaking assignments
  - compiling resources for digital bookmaking with a focus on nonlinear alternatives

#### Guest Critic

- Design Core V, with Prof. Hanisha Thirth, Roger Williams University Fall 2021
- Interior Architecture Studio, with Prof. Elizabeth Debs, RISD Spring 2021

#### HONORS AND SCHOLARSHIPS

- Honors Program, History of Art and Architecture, Brown University AY 2021-22
- Best Studio Project, History of Art and Architecture, Brown University AY 2020-21
- Davis United World Scholarship, Brown University 2018-22

#### EXHIBITIONS AND PUBLICATIONS

- N.F.B. Zine, Treća Ruka Experimental Publishing Podgorica, 2022
- Future in Debris (group exhibition), Institute of Contemporary Art Podgorica, 2021
- Please Do Touch (solo exhibition), UWC Adriatic Trieste, 2018

#### SKILLS AND INTERESTS

- Languages: Montenegrin (native), English (fluent), Italian (rusty)
- Software skills: Adobe CC, Rhino, Blender, ZBrush, MATLAB, Python, MS Office
- Hands-on skills: advanced woodworking and metalworking across scales, power tool repair and maintenance, textile work, bookmaking and printmaking, basic electronics
- Interests: transgression and intimacy in public space, critical fabrication, expressive structural systems, history and politics of skill and craft, failure and ruination time and maintenance, rest and comfort, counterpublic futurity