

Fatma Yousuf Alhashimi

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Brooklyn-based, Emirati designer.

Exhibitions

2026 *Interactive Media Art Show*, 370 Jay Street

2026 *Periphery*, NYC Resistor

2026 *Complications*, Horological Society of New York

Education

2024-26 MPS Interactive Telecommunications Program,
New York University, Tisch School of the Arts, Brooklyn, NY, USA

2020-23 BFA Architectural Design, Minor Sustainable Systems,
Parsons School of Design, The Newschool, Manhattan, NY, USA

Internship

2019 Concept Sketch Artist and Illustrator - Hatch Concept Studio. Dubai, UAE

Art + Illustrations Projects

2023 *The Black Dog*, concept spread

A concept art portfolio for a retelling of the story of an omen of death, taking on the form of a dog. The book has color scripts, model sheets, character aging studies, costume sheets, exterior and interior sheets, and value studies.

2021 *Beeswax Food Wraps*, sustainability

2020 *Botanical Illustration Series*

A drawing series supplemented for visual representation of plants used in adhoc natural dyeing of natural textiles.

2020 *American Persimmon Seed Package*

Sustainable package design for a threatened species to promote biodiversity.

Concept Architecture + Installations

2023 *Yellow Mud Ceramics Workshop*. Yangtze River, Yichang, China. Collaborated with Durdona Rustomova.

Senior thesis project with the prompt "Living with Water." A ceramics workshop located on the banks of the Yangtze River in Yichang, China. The project uses local excavated soil to create its rammed earth walls and uses silt deposits from the river as a core ingredient to create clay bases. It is a project that aims to reintroduce practices such as terraced rice farming and fishing, and revitalize the local region's culture of yellow mud pottery.

2022 *University Farming Terrace*. Union Square, Manhattan, NY, USA.

Urban studies project based on the block between Union Square Way, 5th Ave, 16th St and 15th St. An extended dormitory for NYU students, with terraces to grow local flora.

2022 *34th Ave Open Streets Pallet and Cork*. Collaborated with Qile "Chris" Gao.

A design for 34th Ave Open Streets Coalition. Refurbished pallets, sawed, drilled, and added wheels to create a platform that can be used as a movable cart or a stationary tabletop.

2022 *Kingston Wellness Center*. Kingston, NY, USA.

Redesigned an under-utilized parking lot to perform as a community wellness center with on-site housing.

2021 *The Reptile*. Tucson, Arizona, USA. Collaborated with Chiara Wilkinson.

Research center situated in the desert of Tucson, Arizona. This passive building relies only on real-time weather conditions to both cool the building using wind catchers and heat it up through thermal mass.

2021 *Mycelium Egg*. Collaborated with Qile "Chris" Gao.

Designed as a temporary structure, this conceptual shelter uses cork and mycelium to create a seat that would eventually decompose by itself over time.

2021 *Community Music Works School*. Fort Greene, Brooklyn, NY, USA.

A music school that would be based in Fort Greene, Brooklyn, breaking down the walls of formality of learning classical music.

2020 *Tactile Library of Revival*

A conceptual library that seeks to teach handmade stitching, embroidery, and weaving textiles.

Game Design + Interaction Projects

2026 *Keep Refrigerated.*, a sculptural fridge of context

A material study and design system that isolates our mundane and everyday milk into six frameworks. It marries the form of a milk carton to contexts that it lives under. It regards milk as personal, technological, environmental, nutritional, political, and historical. Each using different materials to draw out their narratives.

2026 *Tidal Rites, scrying bowl*

A location-specific artifact entwined with the tide station at The Battery's pier. Enclosed within is a small computer that queries NOAA's tidal API, translating the harbor's rise and fall into light. This vessel represents low tide as a dim blob at the bottom and high tide by swelling to its brim. It holds no water, but reflects the harbor's rhythm. Think of it as a living, landlocked echo, bound to the shore even through distance.

2025 *Social Battery Pack, introverts' extension*

Portable, clip-on pack with a built-in clock to visualize the wearer's social battery with an OLED display and peripherals to adjust the duration of the battery.

2025 *The Black Dog, choose your own adventure game*

Concept design and Twine game, a retelling of the English folktale - The Black Dog. The player chooses the Black Dog's actions, and through the process learns more about it. It either succumbs to madness as a harbinger of death, settles down and learns of humanity, or neutralizes into nothingness.

2024 *Apothecary Cabinet, escape room game*

A game where two players must communicate without being able to see the other's workspace, a drawer system or a table of notes and clues. One must direct the other to open the magical cabinets in the right order, or they will forcibly shut on the player. Locking away the previous owner's findings.

2024 *The Cauldron, interactive storytelling*

A mixing game where players can toss in their favorite ingredients and the speaking cauldron judges the concoction before delivering it to the players.

2021 *Apiary, educational pixel game*

Pixel beekeeping video game to teach people of all age about bees, their lifestyles, importance, and how to keep them safely.