

Objective:

To design relevant experiences in a product-saturated world using a pragmatic approach to the user's needs and values. Available for long term employment.

Awards:

2008 IDSA Student Merit Award Nominee ● 2008 Int'l Home and Housewares Competition, 2nd Place Winner
2007 Presidential Scholarship ● 2007 All-College Honors Merit Award ● 2006 Interzinc Int'l Design Challenge Winner

Press:

MSN.com "17 Award-winning Innovations for Your Home." (2008) ● San Francisco Chronicle "The Fast T[®]ack:" (2008)
Cnet's Crave "Finally, a cool kitchen computer (concept)" (2008) ● Trendhunter Magazine "Digital Cookbooks" (2008)
Yahoo's Shine "A New Sync for Your Kitchen" (2008)

Design Skills:

Empathetic qualitative user research
dynamic brainstorming and sketching
ideation and concept generation
drafting, digital & hand rendering
modelmaking/prototyping

2d and 3d rapid prototyping
information architecture
experience design including
interface, interaction, brand
identity, collateral

Software Knowledge:

Alias, Solidworks, Rhino, Hypershoot
Ashlar-Vellum Graphite
Adobe: Photoshop, Illustrator, Indesign
Microsoft Office: Word, Excel,
Powerpoint, Outlook, Mac/Windows OS

Experience:

Classified, Lead designer (2008-2010)

Created proprietary and confidential designs and brand identities for multiple startups.

Britekeys, Design consultation and prototyping (2009)

Quickly moved from concept to prototype creation for this startup. A unique use of technology which introduces novices to the piano in a more accessible way.

Environmental Volunteers, Freelance (2008)

Conceived of and produced multiple sets of interactive learning stations used to educate children about energy and natural resources.

Linkfair International, Freelance (2008)

Created a 10-piece cookware set. The design allows users to use either a vented glass lid or a metal lid based on what they are cooking by creating pots that vary in size while keeping the same lid size.

Coheso Corporation, Freelance (2008)

Redesigned the company's hand held device to meet their target market's taste. Quickly went from ideation to modeling for prototyping and tooling. Rethought entire keyboard layout, button placement, battery placement, and scale based on internal component sizing, human factors, and user groups.

Sisus Corporation, Freelance (2008)

Redesigned a wheelchair-to-bathtub transfer system from concept generation to renderings for funding. Created engineering prototypes. Worked with the founder to turn other handicapped transfer points into product concepts for future products. Used thesis research about bathroom safety to create a safer way for the handicapped to bathe.

Hiemstra Product Development, Internship (2007)

A two month internship which became a four month internship with potential ongoing consulting. I was an integral part of the design team on numerous handheld medical device projects. Interacted with clients on solo projects. Maintained the model shop as well as designing and building office partitions for the firm.

Timbuk2 (Spring 2006)

Selected to develop a product suitable for the lifestyle marketplace. Finalized softgoods design from concept to prototyping through manufacturing. Worked with Timbuk2 designers and CEO to create a desirable, on-brand product.

Fern Hill Pottery, Pottery Assistant (1998-2006)

Worked with a family-owned pottery studio making ceramic house numbers and working in clay, including: molding clay, mixing glazes, glaze testing, glaze spraying, slab rolling, pug milling, tile glazing, bisque firing, soda ash firing and shipping. A complete understanding of the ceramic design and manufacturing process.

Education:

Graduated with distinction from The California College of the Arts, San Francisco, CA 2004-2007

Bachelor of Fine Arts, Industrial Design

Lewis & Clark College in Portland, Oregon 2002-2004

Studied sculpture and psychology

References available upon request