

Objective

To invent, design and develop new physical affordances, interfaces, and technologies on a transdisciplinary team in the interaction and experience design fields.

Experience**Creation center T-MOBILE USA Seattle, WA 5|09 — Present**

Experience and Interaction Designer/Prototyper
Design and prototype next-generation and explorative experiences, interactions, products and services on transdisciplinary teams. Participate weekly in research, conceptualization, iteration, design and prototyping the next big thing through rapid tangible interactive hardware sketches.

Creation center T-MOBILE USA Seattle, WA 5|08 — 8|08

Interaction Design Intern
Researched, conceptualized, designed and prototyped physical and screen-based experiences and interactions. Helped set up a new prototyping model shop including an embedded electronics work station and advanced their rapid prototyping skill sets.

PDOT REPUBLIC Baltimore, MD 10|99 — Present

Creative Director
Designed identity programs, collateral, advertisements, web sites, packaging, signage, and vehicle instrumentation. Directed and shot photography for numerous clients including Johns Hopkins University, Restoration Hardware, Above Ground Studios, Expert Auto Body, Bavaria Yachts, and ProParts.

CUSTOM DIRECT Baltimore, MD 2|06 — 8|06

Sr. Graphic Designer
Designed and managed online identities, advertisements, web sites and e-mail campaigns for in-house brands.

GROUND CONTROL Columbia, MD 9|03 — 1|05

Sr. Art Director
Directed, designed, photographed, and illustrated original artwork for a variety of design and advertising accounts including outdoor apparel, medical, performing arts, and media companies. Directed campaigns and photographed studio, portrait, event, and stock photography for client projects. Worked on conceptualization, design, production, and the completion of web sites, catalogs, compact disc artwork, packaging design, corporate identities, logos, apparel, advertisements, brochures, collateral and interactive media for clients and in-house projects.

Education**ART CENTER COLLEGE OF DESIGN Pasadena, CA 5|09**

Master of Fine Arts, Graduate Media Design Program

STEVENSON UNIVERSITY Baltimore, MD 5|03

Bachelor of Science, Visual Communication Design

UNIVERSITY OF RHODE ISLAND Kingston, RI 9|98 — 5|99

Geological Oceanography

Skill Set

Concept designer with UX, UI, IA and design research experience with a background in visual communication design and professional studio and event photography. Also experienced with production, programming and construction of interactive installations including prototyping platforms such as Arduino, Processing and Flash. Interested in pushing the iteration cycle faster through hardware sketching (quick interactive models and demos which source and capitalize on embedded sensors, electronics and wizard-of-oz techniques) during the research, ideation, and concept phases of projects. Electronics and technology aficionado as well as a power user of networks, mobile devices, and machinery.

Patents & Accolades

9 utility and design patents filed in my first 12 months with T-Mobile USA.

Proposal selected as first internally-funded passion project which developed into an internal initiative with stakeholder funding and team member resources to further research and prototyping for T-Mobile USA.

Poster selected and presented at the Society of American Archivists' 2008 annual meeting in San Francisco.

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