
Hybrid Designer-Engineer with over 15 years of experience leading and building complex technology projects from concept, to production and operation; believer in the combined power of strategy, design, engineering and society

EXPERIENCE SUMMARY

TELLART

Head of Production
2014 – 2019

- Global oversight of company's execution of all client projects from offices in US and Netherlands
- Initiated **#tech-ethics** at Tellart, an ongoing forum for discussion of how designers working in tech can elevate the importance of ethical decision-making; started several professional development programs within the company
- Further grew team by hiring/coaching company's first internal team of Producers across three offices in US and EU
- Worked with company owners to conceptualize, pitch and develop projects for new clients including California Academy of Sciences, the de Young Museum, National Museum of Norway, Panama Biomuseo, Toyota,, Samsung, Nestlé Purina PetCare and others

Technical Director
2008 – 2014

- Worked with owners to double company's integrated design and technical team size company-wide
- Helped company navigate rapid increase in project scale
- Oversaw design, tech, and team for Museum of Future Government Services, a large critical design project in Dubai
- Implementation lead and designer for the year-long Google Chrome Web Lab installation at the London Science Museum (and live on the web)
- Interaction/software lead for Horsepower Challenge, a unique kids physical fitness program which combined real-world physical activity with a multi-player online game (used by 68 elementary schools in US and UK)

Principal Design R&D
2003 – 2008

- Designed and built interfaces for "Interactive Nonfiction" digital storytelling projects on the Web

Staff Designer
2001 – 2003

- Designed and produced visuals for information storytelling projects, including diagrams, illustrations and animation

Freelance designer, animator & creative coder
1998 – present

- identity design, motion graphics, print and web work for independent designers and architects, and clients such as Agilent Technologies and Cisco

SKILLS

Spatial experience and interaction design
Visual and written communication
JavaScript ES6, CSS, Node, MySQL, Mongo, Python, C/C++, C, Apps Script, bash
Frameworks such as SASS, React, Meteor, openFrameworks, etc.
Systems design and documentation
Management for hybrid design/tech teams
Adobe CC

RECOGNITION

Member of team awarded the 2016 the National Design Award for Interaction Design
Direct contributor to projects winning multiple IxDA Interaction Awards, Cannes Lions, Core77 Design Awards, and others

TEACHING

Reimagining Mobility / Jacobs Institute for Design Innovation at University of California Berkeley *2018*
Creative Robotics / STEAM Factory Oakland *2016*
Mobile Interaction prototyping / Copenhagen Institute of Design, Denmark *2010*
Sketching interactions intensive / Umeå Institute of Design, University of Umeå, Sweden *2008 – 09*

DEGREE

Rhode Island School of Design
Bachelor of Fine Arts in Graphic Design *2001*

SELECT PROJECTS

Passport to Iron City
2018 – 2019

Immersive cyberpunk gaming experience in L.A., NYC and Austin
Head of production for interactive systems, overall systems architecture, data backend design/development, and frontend game management system design/development, integration
JavaScript ES6, CSS, ReactJS, MongoDB, Electron, Docker

de Youngsters Studio
2018 – 2019

Digital + physical kids' creative space at the de Young fine arts museum in San Francisco
Head of production, software development, installation
C++ (openFrameworks)

**Samsung Pavillion
"Craftsmanship"**
2017 – 2018

Electromechanical/media installation showing Samsung smartphone build process, at 2018 Winter Olympics in Korea
Head of production, technical management, software development
Watchout, Java (Kuka KSS), Max, shell scripting, custom automation tools

Toyota Concept-i
2016 – 2018

Future automotive UX prototypes in full-scale car models, shown at CES 2018
Head of production, engineering management, system integration, automation engineering
JavaScript/node, Watchout, LightJams, Max, shell scripting, network design

Color of Life
2015 – 2016

Tangible UI + media/lighting installation at California Academy of Sciences
Systems architecture, system integration, automation
JavaScript, Chromium, C (Arduino), shell scripting, Max, DMX, Meyer Sound Galaxy audio processor

**The Future of
Government Services**
2013 – 2014

Exhibition raising awareness of ways big data and machine learning can be used by governments in the future
Systems architecture, technical direction, software development, systems integration, installation
JavaScript, Python, Watchout, Objective-C

**Web Lab and
Web Lab Open Source**
2010 – 2013

Ground-breaking exhibition of how the Web works at the London Science Museum and on the Web
Prep for open source release, documentation and tutorials, backend development, engineering management, systems architecture, integration, installation, operations
JavaScript (browser and node), CSS, Python, ffmpeg, opencv, Google App Engine, shell scripting

Horsepower Challenge
2007 – 2009

Hybrid online/in-person game played by public elementary schools to promote physical fitness
Frontend and backend development
JavaScript, CSS, Flash/ActionScript

NADA, NADA Mobile
2006 – 2008

Open source product prototyping tool, allowing designers to rapidly integrate sensors with physical/graphical interfaces
Design and development, management
Java, JavaScript (browser), CSS, C (Arduino)