

I am a kinesthetic thinker, designer, and prototyper with a passion for investigating the intersection of user experience, interaction design, and product design through both software and hardware.

## EDUCATION

Master of Fine Arts, Media Design Practices 2016–2018  
Art Center College of Design – Pasadena, California



Bachelor of Fine Arts, Graphic Design cum laude & with honors 2005–2009  
Maryland Institute College of Art (MICA) – Baltimore, Maryland



## PROFESSIONAL EXPERIENCE

**Data Scientist I** 2020

**NASA Jet Propulsion Laboratory, Pasadena, CA**



Work on a range of lab efforts centered around how large data sets are handled by, interacted with, and analyzed through emerging technologies. On these efforts I focus on user experience, both on screen and non traditional user interfaces, interaction design, and user centered systems architectures.

**Interaction Designer**

**Designworks, A BMW Group Company, Newbury Park, CA** 2018



Prototyped a user experience for an IoT system of connected devices. In this project, the deliverable had to be a high fidelity interactive prototype using the proposed physical interface concepts, which utilized a local wifi network for the devices to communicate over.

- Strategize, brainstorm, and define new software features, which included writing a python script that parsed an updating color file to achieve ideal color targets for LEDs.
- Designed the human-computer interaction the user had with the main server/ led lights.
- Made design centered changes to maintain UX quality control and improving interaction methods.
- Utilized Raspberry Pi and Arduino to prototype and make connected devices.
- Implemented a Sonoff switch to create a wifi connected household appliance.
- Worked with Ajax, JQuery, and PHP to implement interfaces for the Raspberry Pis, Server, and Tv.
- Conduct lab studies to test and validate proposed industrial design, specifically the NFC chip reader
- Work with the industrial design team to ensure enclosure would house all parts and work during demo.

**Teaching Assistant** 2018

**Wearables: Taught by Elise Co @ Art Center, Pasadena, CA**



Assisted Elise Co with class critiques and assisted students with prototyping and sewing needs.

- Help students with implementing Arduino's in their projects.
- Advocate for the prioritization of design centered changes

**Artist** 2017

**Ars Electronica, Linz, Austria**



- Exhibited "Intelligent Devices Retirement Preserve: (un) Natural Wonders" in the exhibition Internet of Enlightened Things, which was part of Ars Electronica 2017.
- Worked with machine learning, starting to explore machine perception, which became a part of my thesis work, by training a generative adversarial network on a curated data set.

**3d printing Designer** 2017

**Media Design Practices, Pasadena, CA**



- In charge of rapid prototyping designs for the department.
- As well as experiment with 3d printing, maintaining equipment, run workshops, and write tutorials for the department.

## Creative Technologist

2016-2018



### The Laboratory of Speculative Ethnography, Pasadena, CA

- Assisted Elizabeth Chin in her summer research residency with a focus on UX Research.
- Conceptualized and developed physical user interfaces for anthropological products.
- Translated abstract ideas and requirements into tangible artifacts so that the cross-functional team could align on vision and a path forward that focused on the human factors of research.
- Prototyped several iterations of wearables that utilized Pi Zero W's, to create IoT devices that took anthropological photos and uploaded them to Instagram.
- Worked in AutoCad developing various 3d printed wearables that housed cameras for fieldwork in order to Integrate user feedback.

## 2d/3d Composer & Animator

2016



### Sassoon Film Design, Venice, CA

2d and 3d compositing of graphics and animation in After Effects, and animate new assets on the Fast & Furious: Supercharged ride at Universal Studios..

## 2d/3d compositor/ Element QC artist

2013–2015



### Stereo D, Burbank, CA

Convert major motion pictures into 3d, and simplify compositing files from other studios for other department in Nuke, which include: Star Wars: Episode VII - The Force Awakens, Mad Max: Fury Road, and Guardians of The Galaxy

## Stereoscopic Conversion Artist

2010–2011



### Sassoon Film Design, Santa Monica, CA

Convert major motion pictures into 3d. Some titles include: Harry Potter and the Deathly Hallows: Part 1 & 2, Green Hornet, and The Smurfs.

## EXHIBITIONS, EVENTS, & PUBLICATIONS

**Paper:** Animal Crossing: Humans' new lifestyle

2020

*Reflections: Coexistence in times of Covid-19* hosted by Nature Art and Habitat Remote



**Paper:** Presented BotCo: Cobots That Can Be Thrown Away paper

2018

*Smartness? between discourse and practice*, hosted by Architectural Humanities Research Association at TU Eindhoven



**Paper:** Presented & published Intelligent Devices Retirement Preserve: (un) Natural Wonders

2017

*AAAI Spring 2018 Symposium, UX for AI Group*, hosted by The Association for the Advancement of Artificial Intelligence at Stanford University



**Artist:** Media Designer showing Intelligent Devices Retirement Preserve: (un) Natural Wonders

2017

*The Internet of Enlightenment Things: AI in the Neighborhood*, part of Ars Electronica in Linz, Austria



**Designer:** Web Designer

2007–2008

*Beyond the Compass, Beyond the Square*, Exhibition Development of Maryland Institute College of Art in Baltimore, MD

**Artist:** *The Creation*, Tim Rollins + K.O.S. at Pyramid Atlantic

2003–2004

Kreeger & Hirschhorn Museums permanent collection in Silver Spring, MD & Washington D.C.



## SKILLS

\_ **Design** UX Facilitation, Informational Architecture, Design Thinking/Strategy/Foresight, Wireframing, UX Mapping

\_ **Prototyping techniques:** Raspberry Pi, Rapid Prototyping, 3d Printing, Sewing, Carpentry

\_ **Code:** Python, JavaScript, Github, HTML & CSS

## AWARDS/HONORS

Eagle Scout, ACCD Talent Scholarship 2016-2018, MICA Competitive Scholarship 2007–2009, MICA Leadership Honors 2007–2009, Deans List 2005–2009, MICA Talent Grant, MICA Recognition Award