



Statement

I've been fortunate to work closely with executives and engineers to find creative solutions to difficult problems since 2009. I focus on designing products that form habits for users and strongly believe that deep collaboration and communication help teams achieve it. I try to focus my efforts to be 50/50 Projects and People. Projects, meaning hands on design experimenting and prototyping to express the concept. People, meaning mentorship (management, collaboration). I believe it's important to establish good norms of communication and trust in a team. INTP.



Achievements

I've grown teams from 3 to 40+ without anyone hating me. I've shipped nearly 30 apps on iOS and Android (2 on Windows). 8 of which were ranked in the top 3 paid and grossing, 3 were connected devices, 1 had a touch-less interface. 3 projects that I was the sole designer on sold 8.4M in presales and raised 90M+ collectively. I am the co-inventor of two interaction patents at JP Morgan Chase. In 2015 I was ranked in the top 5% of designers by Angel.co. Last but not least I've built an amazing network of talented friends I get to call co-workers.



Current Focus:

I take deep interest in HMI, robotics, mobile interface for connected devices, and VR.



Tools:

CC6 Essentials, Unity, Fusion 360. Digital prototypes I like to use Quartz animations with high level story board mode in Xcode or Android Studio. For management I'm fairly open to tools but could run the United States of America with Trello and Dropbox.



Hobbies:

Architecture. Making things. Astronomical studies. Hacking electronics. Building furniture. Landscape painting. Illustrating. Hiking. Burning Man.



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Runway Labs 2015 - Present

Design Mentor

- + Hands on mentorship 90+ companies
- + Thought Leadership in design
- + I've gained a wide range of insight to different business sectors, VR, AR security, automation, ed tech and more

ThinAir 2015 - 2016

Product Design, UX Lead, sole designer

- + Shipped UX and visuals on iOS/OSX Android and Windows
- + Lead design thinking
- + Learned tons about low level Obj C

Navdy 2013 - 5 months

AR / HMI lead, sole designer

- + Designed the UX architecture for touchless interface
- + Learned tons about projected interface
- + Sold 7.M in presale and raised 57M

Wonder Labs 2013 - 4 months

HMI lead, sole designer

- + Designed the system used for children 5yr+ understand the fundamentals of coding
- + Went on to sell 1.4M in presales and raised 15.6 million
- + You can buy the robot in Apple Store proper brick and mortar

Wee Ship 2013 - 2015

Product Designer

- + Shipped 6 times in 2 years
- + Lead Design and development
- + Learned too much about the pressures of running a tight ship.

Solv Design 2014 - 2015

Digital Product Designer

- + Creative strategy
- + Got to work with 2 of the most talented designers in the bay
- + Clients like Nike, Nokia, Sales Force and Prezi among others

FJORD 2013 - 4 months

Service Design Lead

- + Senior roll in concept development
- + Client facing creative

JPMC 2011 - 2013

VP of User Experience

- + Lead design strategy for Chase Mobile 2.0
- + Made awesome stuff with insane limitations
- + Co-invented 2 IxD patents
- + Helped to hire 30+ people and grow them professionally.

Tapulous/ Disney 2009 - 2011

Interactive Art Director

- + Senior roll in concept development
- + Shipped 6 times in 2 years
- + Designed top grossing games
- + Learned fuck tons

Before apps 2006 - 2009

- + Advertising
- + Electronics (Belkin)
- + Branding
- + Bunch of design firms