

EXPERIENCE

BOYS TEAM / Spin Master, Inc

Project/Concept Designer

2019-Present

Responsible for designing vehicles and characters for multiple brands (primarily Batman and others not able to be made public as of now), and generate their turn drawings for 3D development and production.

NERF / Hasbro, Inc

Senior Product Designer

Product Designer

2016-2019

2014-2016

Responsible for designing blasters, creating new form languages and rendering items while perfecting their ergonomics. Required to iterate a variety of concepts and storyboards in high volume. Responsible for producing input turnarounds (turns) for 3D development.

Managed the production process to ensure on-time delivery of quality assets.

Charged with creating new brands and redesigning existing ones. Created the Doomlands 2169 and Doomlands Impact Zone brands. Designed items in the MEGA and Accustrike brands, and redesigned the Zombie Strike and Elite brands.

GAMES TEAM / Hasbro, Inc

Associate Product Designer

2011-2014

Responsible for designing new visual languages, play experiences, and story expressions for existing brands and items.

Charged with sketching, storyboarding, and rendering of new concepts, as well as frequent concept-pitching and play-testing. Responsible for maintaining development schedules and on-time delivery of quality assets. Developed concepts for Battleship, Connect 4, Transformers, Star Wars, and G.I. Joe brands. Created the Transformers Battle Masters toy line and all respective character designs.

INTERNSHIPS (3-month co-ops) / Hasbro, Inc

2010

Nerf Team / Sketched and rendered concepts for Dart Tag, Super Soaker, N-Strike and N-Force brands. Did color iteration and rendering for presentations.

G.I. Joe Team / Sketched and rendered role-play items, vehicles, playsets and action figures. Built models for presentation purposes.

2009

Nerf Team / Sketched concepts for the N-Strike brands (blasters, Mission kits, accessories). Did development renderings and support work for presentations.

Vehicles Team / Developed vehicle and playset concepts for Transformers, Star Wars and other vehicle-based brands, as well as color iterations for existing items.

2008

Nerf Team / Sketched and storyboarded new concept ideas for the N-Strike brands, as well as blue-sky conceptualization for future brand stories.

Tiger Electronics Team / Iterated concepts on iDog and other developing brands, and drew early storyboards of concepts for pitches.

SKILLS

MECHANICAL / 2D Rendering, Sketching, Conceptualization, Storyboarding

Highly-skilled at drawing and rendering digital 2D assets, including concept iteration and form language creation. Skilled at crafting visual narrative, tone, and world-building through aesthetic development.

Highly-proficient at drawing turnarounds (orthographic views), and management of 3D CAD development.

DEVELOPMENT / Concept Presentation and Pitching, Manufacturing Processes, Product Schedule Management, Ergonomic Interaction and Functionality

Highly-skilled at managing development process (initial concept drawing, pitching, item execution, model revisions, and ergonomic testing). Proficient and experienced at taking management briefs and direction, developing assets according to that direction, and pitching/presenting completed concepts.

Skilled at maintaining development schedule, incorporating management feedback, and delivering high-quality assets on time.

SOFTWARE / Adobe Photoshop, Adobe Illustrator, Sketchbook Pro, Procreate

EDUCATION

UNIVERSITY OF CINCINNATI

College of Design, Art, Architecture and Planning

Bachelor of Science in Industrial Design

Class of 2011 | Cum Laude

CONTACT

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ACCOLADES

GIZMODO / Designs featured:

Nerf Elite Infinus, Nerf Mega Thunderhawk

POPULAR MECHANICS / Designs featured:

Nerf Elite Titan CS-50
Nerf Doomlands 2169 Double-Dealer/Zombie Strike Brainsaw
Nerf Doomlands 2169 Vagabond/Lawbringer
Nerf Elite Infinus

WIRED / Designs featured:

Nerf Elite Infinus, Nerf Mega Thunderhawk

Featured In:

Nerf: Behind the Blaster | MEGA Thunderhawk
Nerf: Behind the Blaster | Elite Infinus
Nerf: Behind the Blaster | Doomlands 2169 Double-Dealer
Nerf: Blaster Files | Zombie Strike Crosscut