

## Experience

### Senior Industrial Designer

Adonit  
Austin, TX  
10.2012 - 05.2016

Adonit is a computer accessory company focused on styli for the iPad; there I was responsible for defining future offerings and the continual refinement of existing product lines. I strived to instill users' perspectives by driving research and communicating insights amongst teams. From concept to production, I made sure anything out the door was always up to snuff by managing design development across teams (Austin/Taiwan) and holding design/engineering to exacting standards.

### Junior Industrial Designer

Toout Design  
Hangzhou, China  
06.2011 - 06.2012

Toout Design is an Industrial Design consultancy specializing in household appliances and consumer electronic devices. Our design research team focused on a human-centered approach to problem solving distilling complex problems into simple, elegant and actionable solutions. Responsible for market/trend research, usability research, conceptualization, ideation, and CAD.

### Freelance Design

Voicelover  
Redmond, WA  
05.2009 - 06.2011

Voicelover is focused on mobile computing within the security industry. As a designer working within an engineering environment I was expected to learn quickly. We would design, build, and field test prototype solutions with users on aggressive timelines. Responsibilities included, visualization (sketching & CAD), prototyping, and modelmaking for marketing presentations.

### Design Intern

Intellectual Ventures  
Bellevue, WA  
10.2010 - 06.2011

Intellectual Ventures develops and manages intellectual property for various industries. At Intellectual Ventures I worked across teams to develop scientific research into tangible results with a focus on prototyping and model making. Built models and components using CAD and machine shop tools, including CNC.

### Design Intern

Workskiff  
Sedro-Wooley, WA  
06.2009 - 09.2009

Workskiff specializes in the construction of aluminum utility boats for commercial use. Responsibilities included the design of client-specific accessory goods, created CAD plans for production, and refined manufacturing processes. Redesigned and updated owner's manuals to specific custom vessels.

## Education

### Industrial Design, BS

Western Washington University  
Bellingham, WA  
2010

## Skills & Software

Photography, exacting standards, building great user experiences, user research, holistic understanding, sketching, prototyping, design thinking, and a rich knowledge of manufacturing processes.

Work Horses: Adobe Creative Cloud, Rhinoceros 3D, Solidworks, Luxion Keyshot, Maxwell Render, Sketchbook Pro, Procreate

## Accolades

2014 Good Design, Jot Touch with Pixelpoint  
2013 iF Product Design, Uniview Network Camera Series  
2012 Red Dot Concept Award Finalist, Tabi Concept  
2012 Gather published in Ply Design by Philip Schmidt, Storey Publishing