



Industrial & Environments Designer

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Education **Carnegie Mellon University, School of Design**

BDes Class of 2018

Emphasis on Products, Environments, and Systems

Experience **Industrial & User Experience Design Intern**

Deeplocal, Summer 2017

Worked alongside art directors and engineers to imagine, refine, and fabricate robotics-driven marketing activations for clients including Nest, Android, and Nike.

Teacher's Assistant for Studio I, Digital Imaging, Advanced Digital Imaging

Carnegie Mellon University, 2016, 2017

Aided professors within the School of Design across several semesters. Mentored through the foundational first year, led skills-based lectures, and helped students realize concepts in work.

User Experience Researcher

Fiat Chrysler Automobiles, Spring 2017

Utilized research methods, speculative design, and experiential futures storytelling methods to illustrate the cultural implications of the future of autonomous driving technology and the role of FCA's brands within it.

Apprentice

Cumberland Architectural Millworks, Summer 2015

Gained expertise in custom woodworking, working directly with masters to refine sense of craft and better understand the role of fabrication in a professional industry.

Skills

Solidworks

Rhinoceros

Adobe Suite (Ps, Ai, Id, Lr)

Woodworking

Rapid Prototyping

Photography

Sketching & Rendering

Design Research

Systems Thinking