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NOTABLE ACHIEVEMENTS

Participated at the 2009 Chick-Fil-A Innovation Summit to help a core company team set an experience-focused strategy for the coming decade.

Created an Apple User Group that aimed to demonstrate new technological developments to creative professionals.

Co-wrote a book about basic technical aspects of a digital SLR camera.

INTENTION

To turn big, complex and monstrous things into great experiences for people that foster positive influence for the future. I question what we have today and strive to create and execute ideas (with great love and care) that can help make the world a little better.

EDUCATION

Savannah College of Art and Design, Savannah, GA, United States
BFA in Service Design, Spring 2011, Cumulative GPA: 3.67/4.0

NOTABLE EXPERIENCE

Adaptive Path, Summer Associate, San Francisco

4 months

While constantly exposed to most company happenings, my visual design skills were put to use the most during my stint at Adaptive Path. I contributed to both client and internal projects but devoted most of my time to create a visual system for UX Week, the premier user experience event.

SKILLS

Over time, I've become more confident acting as a visual designer, design researcher, photographer, and systems thinker. Regardless of where I feel comfortable, I like to expand on my knowledge to look at things from different perspectives. I get most excited about new ventures and vehemently support doing good work. Now, by pursuing my education in service design, I hope to expand my passion for design as a method for driving change beyond the surface and become an integral cog of this world we live in.

Design

I believe in creating not just more things but clearly positive successors not bound to any one type of execution. I emphasize research as a method to reveal design opportunities, enjoy finding new loose and organic ways to generate ideas, and strive to take steps to make implementation easier.

Prototyping

Projects I've worked on have taught me a variety of methods like plastic casting, woodworking, and metal working. I try to be as resourceful as possible to quickly create prototypes that help garner additional insights, prove me wrong, or validate the design.

Technological

I've collaborated with developers to design software interfaces, have extensive visual design experience, and am fluent in most Adobe® environments (especially Photoshop, Illustrator, and InDesign). I'm literate of all mainstream computer operating systems, value web standards, and regularly learn about technological developments on my own. Recently, I've been toying with physical computing platforms like Arduino.

Interpersonal

I like to be at the center of a collaborative environment and be involved with as much of the process as possible. I love to travel and would love to help you out wherever you are (and for now can work legally in the US and EU).