

PROFILE

I am a product designer and entrepreneur with 20+ years of success developing products, user experiences, and content for amazing organizations: Adobe, IDEO, Microsoft, and the MIT/Stanford Venture Lab (VLAB). At Adobe, I spent 7 years working closely with managers, VPs, engineers, and designers helping to shape their 3D initiatives including Photoshop, Dimension, and 3D Printing. My focus is on intuitive and contextual interaction design for 3D, AR/VR, touch and mobile user experiences.

KEY DEVELOPMENT TOOLS

Photoshop, Illustrator	Final Cut Pro, Motion	HTML, SASS/CSS, JS
MindNode, OmniGrapher	Xcode, Atom, Electron	Pages, Keynote, Numbers
Cinema 4D, Blender	Logic Pro, Reason	Slack, Trello, JIRA

KEY EXPERIENCE**BRANDING/WEB DEVELOPMENT (CONSULTANT)** STREAMLIO 2017-2018

I worked with the VP of Marketing to develop corporate branding and designed the web site using HTML, SASS/CSS, JS, and HUGO. In addition, I created logos, media templates (.PSD, .AI, Keynote), color libraries, and usage/style guides.

PRODUCT DESIGN (CONSULTANT) ADOBE 2016

This project had an aggressive four month deadline to design a desktop/mobile (touch/stylus) app to demo at Adobe MAX 2016. Working with an engineer and PM, I helped define goals & features, created concepts, wireframes, and assets for a mobile, touch-first 3D painting app for Microsoft Surface.

UX/IXD CONSULTANT - PROJECT FELIX ADOBE 2015-2016

Working from the initial concept of Project Felix to a MAX beta release, focusing on user interaction, experience, and workflows, I worked with design, management, and engineering teams providing deep knowledge and unique perspective on 3D and UX/IxD to help drive the best possible experience for Project Felix (Adobe Dimension).

FOUNDER, CDO CRAFTMASTER SOFTWARE 2015-PRESENT

I managed all aspects of CraftMaster Software's design initiatives, including development of our voxel editing app for windows/macOS/iOS. I created a custom font, icons, interaction, the app UI layer, identity system, web site, and social media marketing/ad campaigns including booth, promotional, and multimedia/video assets.

LEAD UX/UI DESIGNER - PHOTOSHOP (CONSULTANT) ADOBE 2010-2015

I lead the redesign efforts of 3D in Photoshop. I conducted and participated in many user studies and partner meetings, targeting pain-points, and defining strategic goals. I then implemented a course correction to Photoshop's 3D initiative, creating a realtime 3D editor in Photoshop, implemented 3D printing, and brought the Properties Panel to Photoshop. In addition I helped create several decks for C-Level and vertical teams.

FOUNDER, CDO ABLE PEAR SOFTWARE 2008-PRESENT

As the primary designer of a boutique consulting firm I am responsible for all aspects of design, branding, experience and interaction design, and production. In addition I work directly with clients and vendors to create solutions from enterprise apps to web sites.