**What I do?**

**Graphic & Web Design**

Good design means your idea gets across clearly and quickly. It also carries your brand on its back, selling your story and your vision.

**Concept Design**

A picture is worth a thousand words. I can create custom images of products or systems which help you communicate to your customers or fans.

**Augmented & Virtual Reality**

Augmented and Virtual reality create a chance for engagement which goes far beyond traditional mediums.

**CubeRover**

**Creative Direction Internship**

CubeRover is a startup building a new generation of lunar rovers. I was one of the first five people brought on to the team after Astrobotic and Carnegie Mellon decided to spin out the project as its own company. We are currently funded through a NASA SBIR Phase II grant and are actively pursuing private funding.

While working at CubeRover I developed the company branding from the ground up. I also designed and developed several iterations of the website, created video and animated content, and rendered concept artwork of several rovers.

Finally, I am leading the team designing the user interfaces which will enable control of the rover on the moon.

**Off-Beat**

**Service Design**

Off-Beat is the result of a semester long project for a class on service design. My four teammates and I were tasked with designing a service centered around music.

Over the semester we conducted interviews, speed dated concepts and explored different business models. This enabled us to create a robust service people actually wanted to use.

After several conceptual pivots we settled on a final service and dug into the details. We detailed designs for web pages, an app and even a employee to flush out our concept.

**Concept Design**

**3D Rendering & Animation**

A picture is worth a thousand words, that makes CGI an indispensable tool for selling an idea. I have created and rendered models for everything from cozy kitchens to advanced spacecraft.

Several of those designs I have brought to life through animation, creating compelling visuals that can tell a more complex story. Recently some animations I created of the CubeRover were featured on the Discovery Channel.

Some of my other work has gone on the front pages of NASA proposals and inside virtual reality worlds.

**Hyperloop**

**Design Team Lead**

The Hyperloop is a proposal for a futuristic mode of mass transit. It consists of large vacuum tubes stretched between cities and levitating pods. The pods can theoretical travel through the tube at up to 700mph.

The Carnegie Mellon Hyperloop Team is a student-led research group dedicated to developing technologies to enable a future hyperloop system. I worked as the Design Team Lead for two years.

During that time, we developed a virtual reality experience which then travelled around the country. I also created concept art and a variety of print and digital media.