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I have my BFA in Graphic Design from Maryland Institute College of Art. The work I make is influenced deeply by my love of design objects and my passion for creating. As a designer and sculptor I find myself focusing heavily on craftsmanship and fabrication methods. Due to this focus much of my work makes use of traditional methods with the aid of new technology. Conceptually my work takes interest in interactive physical and digital design. On screen & in motion I work heavily in vector and 3D. Off screen I work primarily in wood, clay sculpting, steel, and casting with mold making.

View my motion work on

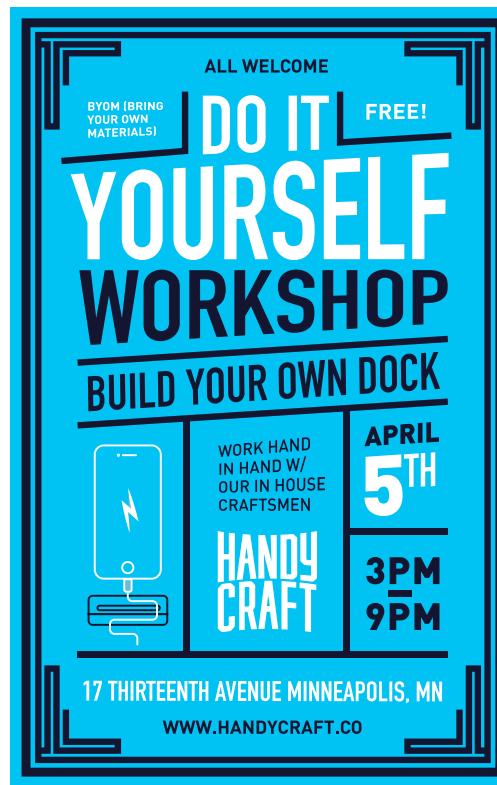
vimeo



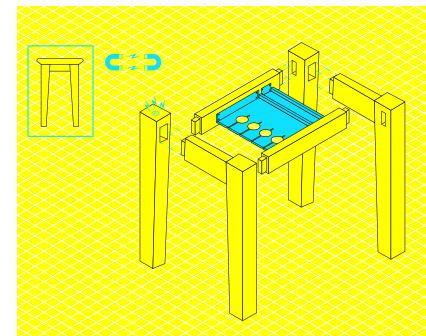
<https://vimeo.com/user10201558>



(A)



(B)



(C)



(D)

Handy Craft Branding



About Project



Handy Craft is a branding project generated around a GD4 Prompt focused on the generation of a self produced company that is both innovative and geared towards a modern audience. Handy Craft is a future facing furniture firm that integrates technology into traditional furniture making methods. As such the pallet, logo, and physical items feature computer space colors, patterns and textures that reference natural form in digital styling, and products that make use of non-traditional construction and features.

Multi-medium
Bezier Curve based Logo-Type
Event Poster
Product Assembly Illustration
Catalogue

(A)

(B)

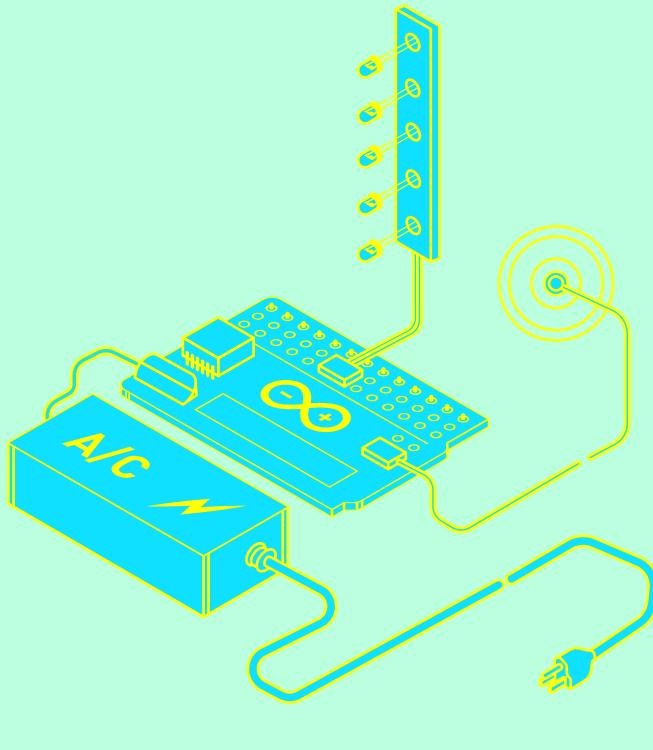
(C)

(D)



NIGHT LIGHT

The Night Light is a trusty end table light, its capacitive sensor allows lamp activation by touching any wood portion of the lamp. A solid hard maple construction has channels milled in order to accommodate poured urethan resin, that will glow vibrantly when exposed to the interior placed led bulbs. Plugs into standard US NEMA Connector for power.

**MATERIAL INDEX**

Follow care to best of ability, some finishes can extend the life of a furniture piece so long as it is maintained.

As materials are hand picked for their specific properties, all furniture pieces should be handled with suggested care depending on their material composition. You wouldn't want to buy an icecream cake and see it go melting.

| Material No. | Classification | Sourcing | Care |
|--------------|--|-------------------|---|
| No.0001 | Yellow Poplar Straight uniform grain, yellowish brown/cream heartwood color | Eastern USA | Poplar is decently rot and insect resistant, keep wood in cold-moderate temperature. Remove dust with wet cloth |
| No.0002 | Black Walnut Straight grain, pale brown/chocolate color | Eastern USA | Very Rot Resistant, susceptible to some insect attack. Clean with microfiber cloth |
| No.0003 | Hard Maple fine grain white/cream sapwood | North Eastern USA | Avoid moisture, clean with cloth |
| No.0004 | Hot Rolled Steel | Minneapolis, MN | Polish with cloth, keep dry. |
| No.0005 | Stainless Steel | Minneapolis, MN | Buff nicks with scouring pad. |
| No.0006 | Light Emitting Diode (LED) | Minneapolis, MN | Keep dry, electrical |
| No.0007 | Urethane Resin, UV reactive pigment | Edison, NJ | Avoid scratching, clean with moist sponge |
| No.0008 | Neodymium Magnet | Minneapolis, MN | contact distributor if dislodged for repair |

B

Handy Craft Catalogue Selected Pages

Due to the brand's non traditional take on furniture products, the Handy Craft Catalogue features blueprint illustrations of product internals, take aparts and tech features. In addition each product lists its materials, sourcing, and care in an end of book index.

About Project ❤

25 Page Product/Brand Catalogue
Night Light Product Internals Page
Material Index Spread



(A)



(B)



Willowood & Co Branding



About Project



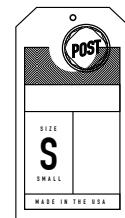
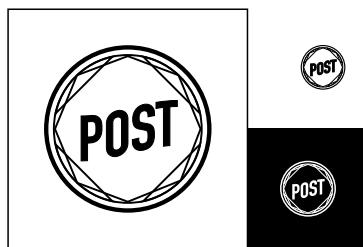
Client Willowood & Co is a New Jersey based naturally sourced skin care company that was seeking a logotype to represent their brand, as well as label designs for their launch line. The finished logotype is a custom vector bezier path from a handlettered lockup chosen from multiple iterations. In working closely with the ingredients of the two products in the initial line, the front labels and lid labels contain embeleshments and leaf ornaments displaying the main scents featured in the scrub and body whip.

Print/Web

Willowood and Co Logotype
Lid and Jar Label Design

A

B



Din Medium
HAND WASH ONLY

DIN CONDENSED
POST CO. EST 2015
ABCDEFGHIJKLMNPQRSTUVWXYZ

Din Black
100% COTTON
ABCDEFGHIJKLMNPQRSTUVWXYZ

DIN CONDENSED BLACK
POST
ABCDEFGHIJKLMNPQRSTUVWXYZ



TOPS



BOTTOMS



(C)

▲ Post Branding 1/2



About Project

Under design mentor Mel Barat of GAP we were given a luxury brand to mold into our own called, "Post." My version of Post is both post modern and accessible, producing luxury wear that is just as easy to wear as it is to look at. After solidifying the brand identity I produced a logo, hang tag, and two interior labels for a top and bottom garment. Informed by post modern patterns and light and accessible vernacular, interior tags contain care information sizing and brand styling.

Garment Labels

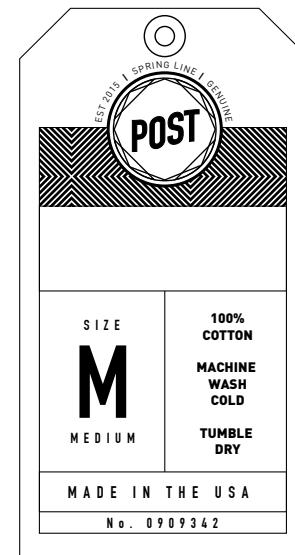
Post Logo

Type Application

Top/Bottom Interior Garment Tags



FRONT



3.75"

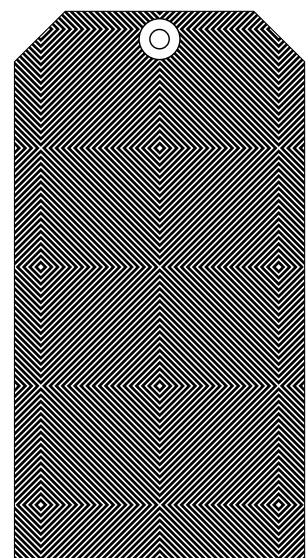
2"

(A)

(B)

BACK

1/8"



▲ Post Branding 2/2

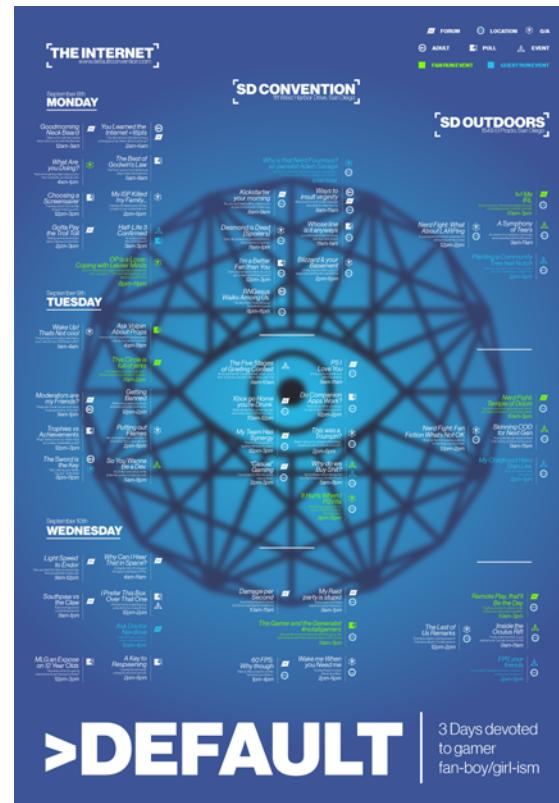


About Project

In addition to designing the brand, for this project designers also mocked up our designs and tags. I chose to manipulate photos I took of clothes that fit the image of my version of post; adding tags and textures in post processing.

Garment Labels
Interior Tag Mock-up
Hang Tag





(A)

(B)

Default Convention Branding 1/2

Default is a convention geared towards those into game fandom, generated for a GD3 prompt. Alongside a traditional large print directory the envisioned convention relies upon a companion app that allows for forum discussion based events as well as scheduling and location information for panels and activities. Icons and key colors are influenced by colors related to console branding.

About Project

[Print](#)

Default Companion App Ad
Convention Schedule Poster

[A](#)
[B](#)



Inside the Oculus
MONDAY
4PM-6PM

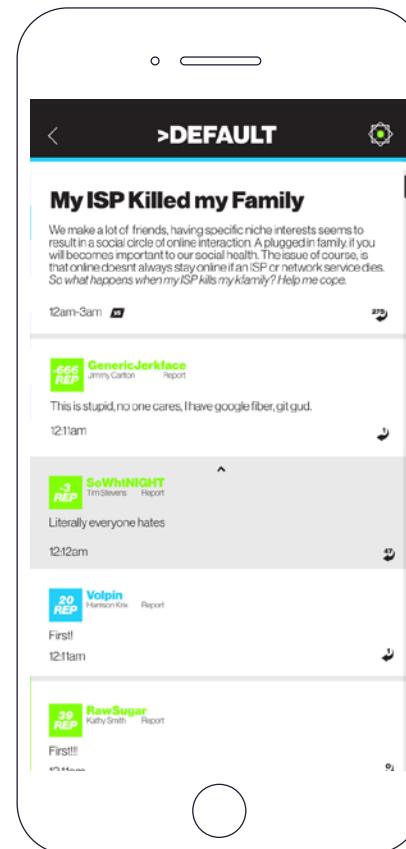
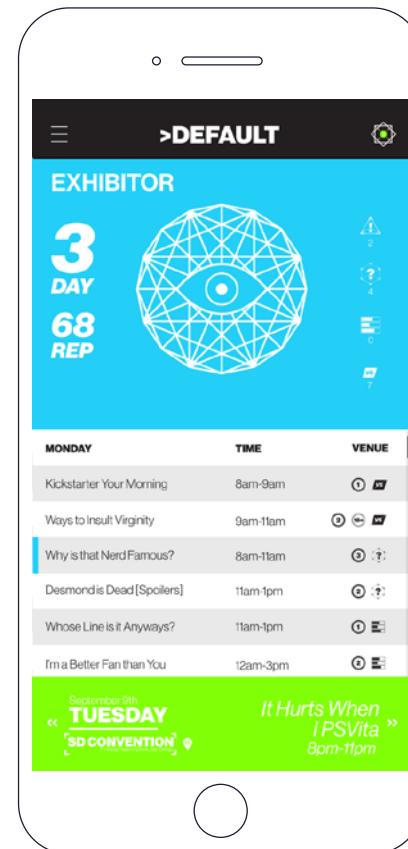


BUILDING TWO
111 West Harbor Drive, San Diego

>DEFAULT



(A)



Default Convention Companion App 2/2



About Project

The Default companion app exists outside of the context of a digital directory, convention participants are awarded reputation for interacting via the app forum or when attending a panel. In designing an inclusive app with convention information readily available the wireframe selection displayed shows the app landing screen, an open forum, and the venue map.

Digital
Display Icons
Default App Wireframe Selection





▲ Greenzine Zine



About Project

Greenzine is a photo zine three color small batch publication that discusses varying aspects of the color green in society. The zine addresses topics spanning capitalism, greenhouse gasses, & peace. It contains a series of bitmapped self produced and edited photos from the Alaskan glacier alongside iconographic illustration.

Dimensions

8"x4" 12 page staple bound Zine
Series of 20





(A)



(B)



▲ Elephant Toy Group Project with Smithsonian National Zoo 1/2 ✨

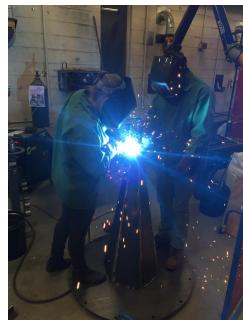
[About Project](#) ❤

Working as a member of a 12 student class consisting of graphic design and sculpture majors working with digital tools in order to work with the Smithsonian to create toys safe for the enrichment of rescued Asian Elephants. The design our class settled on is a “weeble-wobble” toy that self rights when knocked over. *Continued...*

Multi-Medium
Prototype scale ABS & Wood Filament 3D Prints
Laminated Plywood CNC Milled Full scale base

A

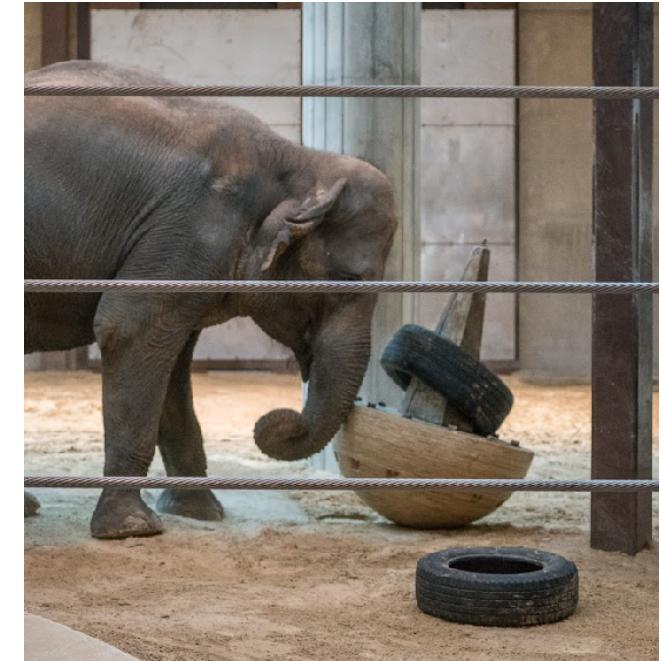
B



(B)



(C)



▲ Elephant Toy Group Project with Smithsonian National Zoo 2/2 ✨

[About Project](#)

This project was an exercise in group coordination over a large task with complex needs and limitations found through client discussion, research, and prototyping/testing. The first interaction of elephants Maharani, Kamala, and Swarna was recorded by the Smithsonian and can be viewed on their twitter by following this link: <https://twitter.com/NationalZoo/status/913421931558432770>

[1/4" Steel Welded Top Cone A](#)
[Team Assembly at Zoo B](#)
[Elephant "Shanti" interacting with toy C](#)



(A)



(B)

▲ Counter Culture 3D printed Counter



About Project

Counter Culture is a participatory activity designed for a group that utilizes an enlarged analogue 3D printed counter to facilitate a “game.” Participants are sat in a circle and each given a card containing a morally charged question, the counter is passed around the circle. When a participant holds the counter, they ask their question, internalizing their own response. Group members in the circle nod or shake their head in order to silently respond to the question and are allowed to clap once if they wish to abstain. The counter is progressed once for each disagreement and then reset by the next participant in the circle so that the process can start anew. This process allowed participants to visualize their perspective in relation to the group, as well as experience how the group perspective affected their own decision making.

Digital Fabrication

Counter Printing in Progress 
Assembled Analogue counter w/ Vinyl Digits 





▲ Selfie Space 2017 Thesis Installation 1/2

This project was self driven following the stages of conceiving, planning, budgeting, and exhibiting to generate a thesis which demonstrates how I practice design. My main challenge was time management for generating my self produced design objects, aside from the installation branding I also worked arduously to create a uniform identity for my objects. My initial vision for the space included two kinetic mirror types which I ended up needing to cut and make static instead, to conform better to my project timeline. Still, I was able to include one of the three initial designs in the Hexagonal Led backlit two way mirror. Each mirror was designed in 3D and the rhino model was then used generate tool paths to CNC route mdf into the mirror frame shape and to laser engrave mirrored acrylic into the mirror face. *Continued...*

About Project

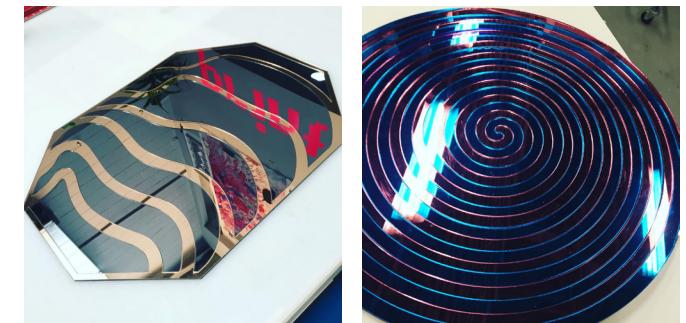
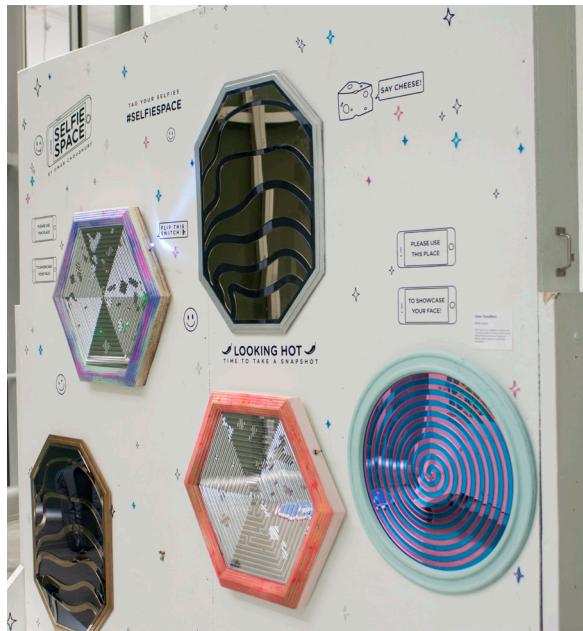
Mixed Media

30 page “Explain Your Selfie” publication **A**

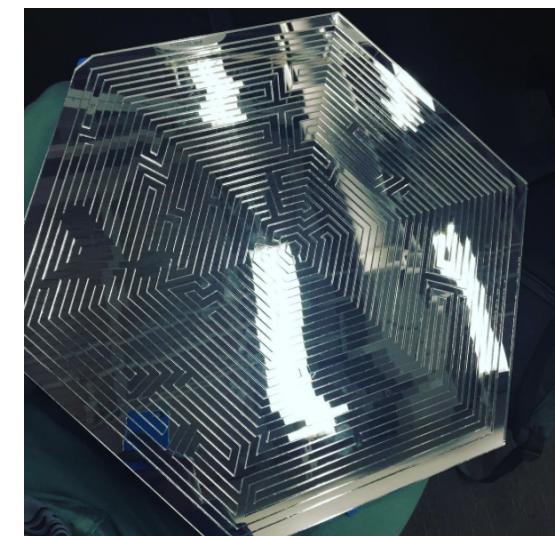
18 page “Assembly How To” publication **B**

26 page “Concept&Construction Dictionary” **C**

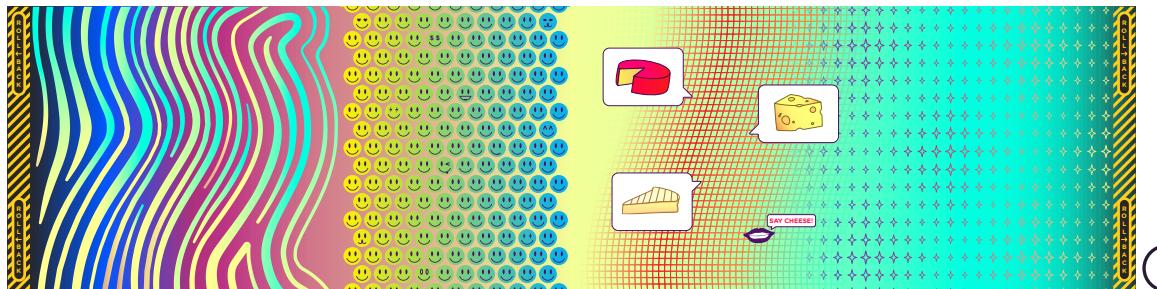
*displayed with illustrations, logotype, & other branding elements



D



E



F

▲ Selfie Space 2017 Thesis Installation 2/2

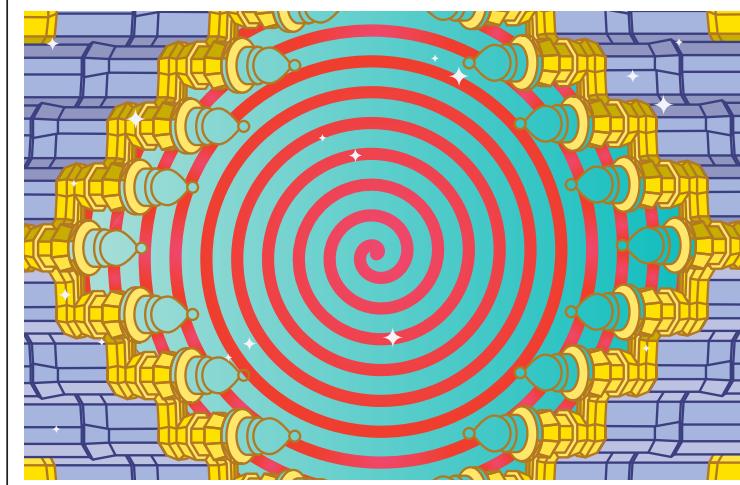

[About Project](#)

After the MDF plugs were finished I went about making molds for each frame and mirror back in order to cast two of each resulting in a total of six mirrors. I was excited to see my space come together and be interacted with; both physically and in digital archiving —where participants really did frame themselves in the mirrors, in front of the backdrop, or just within the space; and place their own digital persona within the locale in order to generate a unique personal selfie photo which in many cases was uploaded without any major prompting from the exhibition or myself.

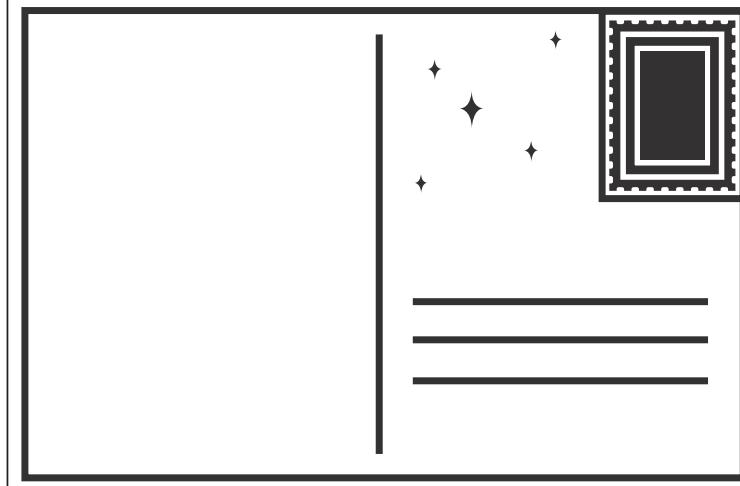
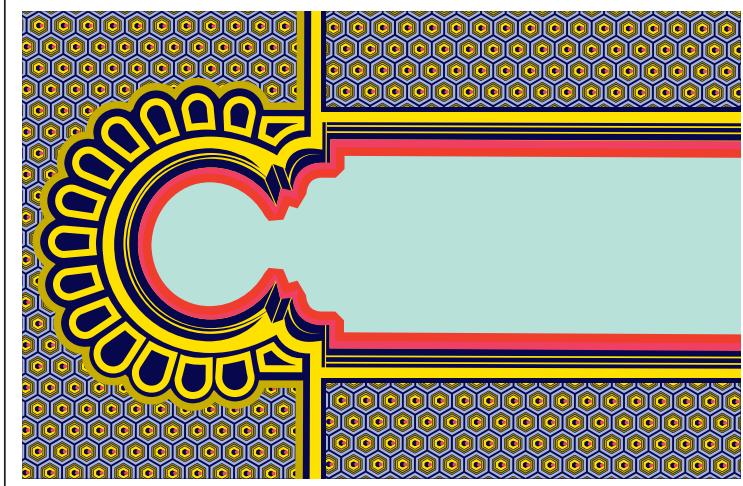
Mixed Media

Selfie Space Exhibition Space **D**
 6 Resin & Acrylic Mirrors (Progress Shots) **E**
 88"x44" Inkjet Printed Backdrop **F**





A



B

▲ Beersheba Postcard Selection



About Project

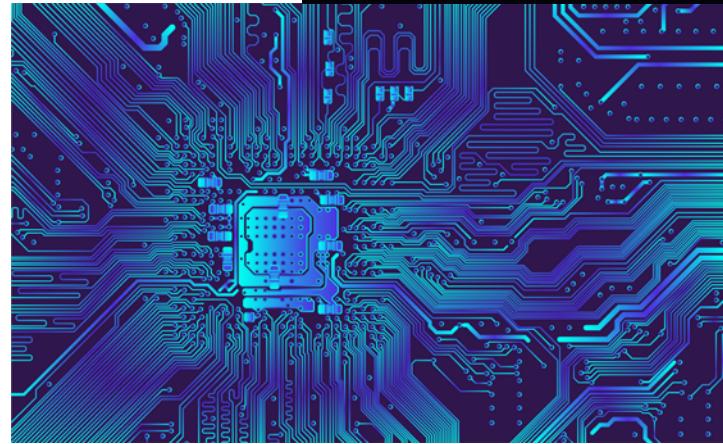
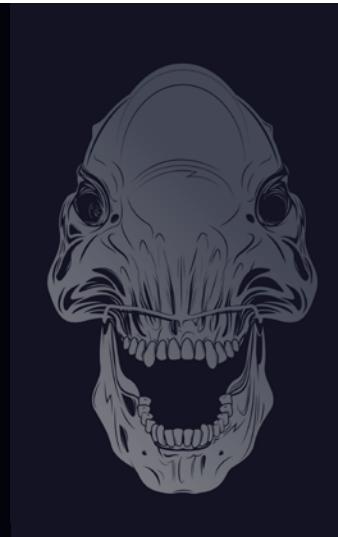


In response to Iltalo Calvino's novel, *Invisible Cities* a reading assigned for Advanced Design class, I generated a set of vector illustrated post cards, representative of a city called Beersheba, described within the book. Postcards are branded with a logotype and city theme.

Print

Postcard front faces (3) A
Postcard back face (1) B





▲ Vector Illustration Selection



About Project

A large amount of my illustrative work is accomplished through the means of precise and detailed bezier paths. While the resulting work is quite detailed, it is visually readable at different scales and in limited colorways.

