[Table of Contents](#)[About Me](#) 

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. Laser engraving, 3D Printing, and CNC routing are my main output for digital fabrication. 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.

To view my motion work on

vimeo

 *Click Here*

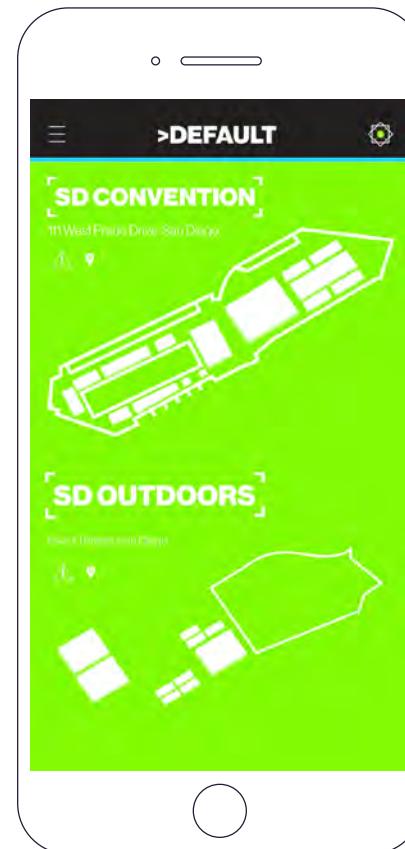
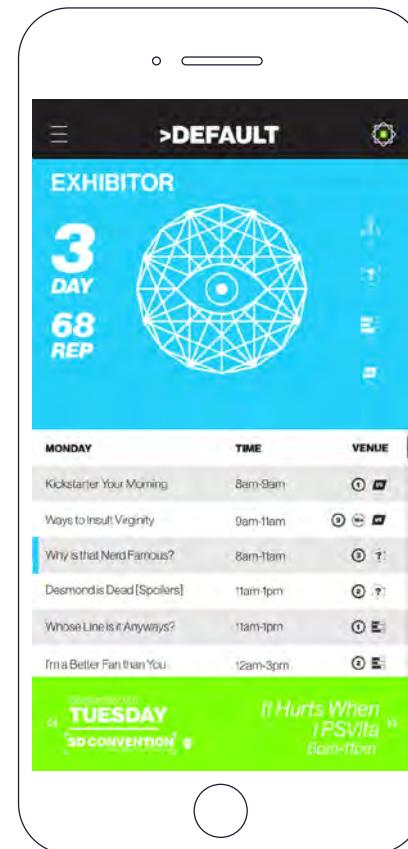


**BUILDING TWO**  
111 West Harbor Drive, San Diego

## >DEFAULT



A

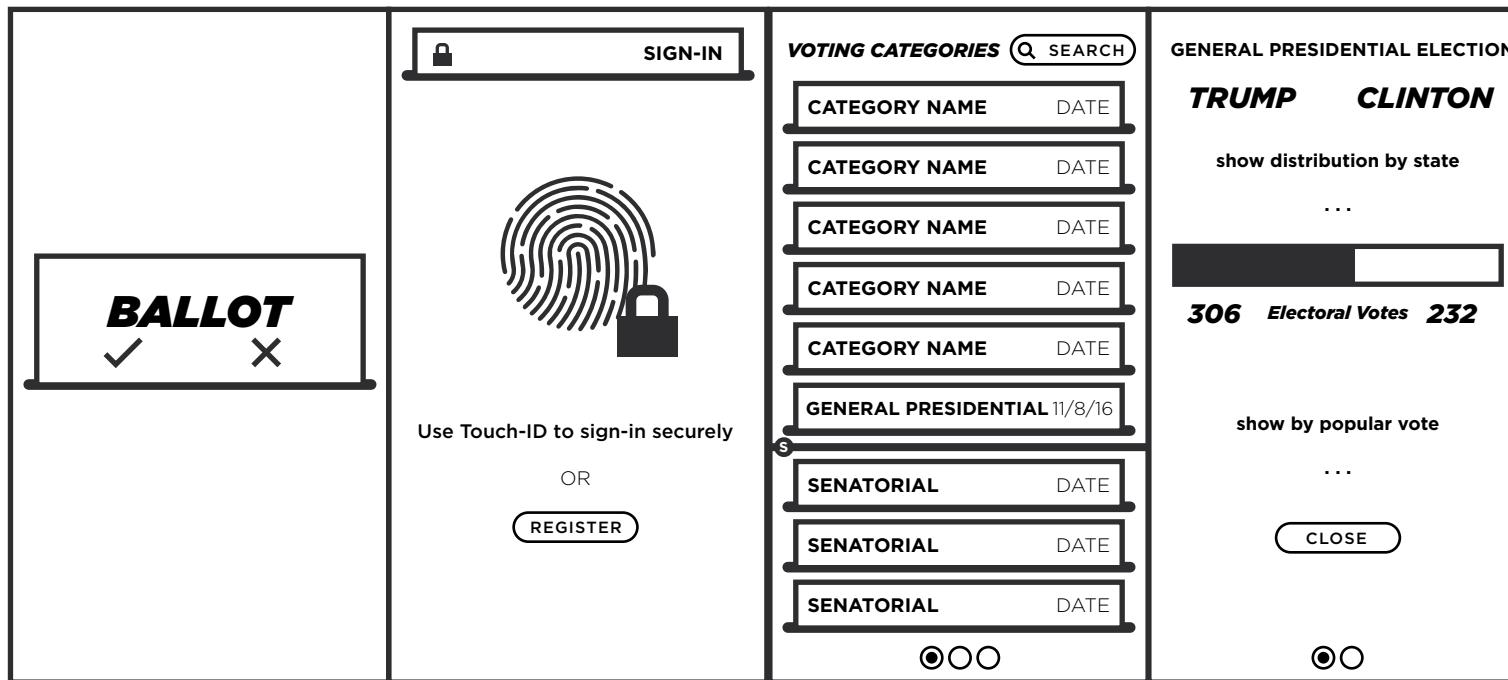


### Default Convention Companion App

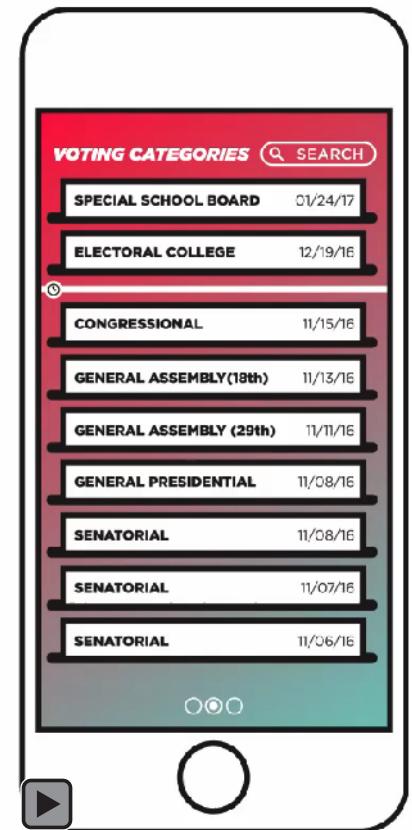
About Project

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



(A)



(B)

## Ballot Voting App



## About Project

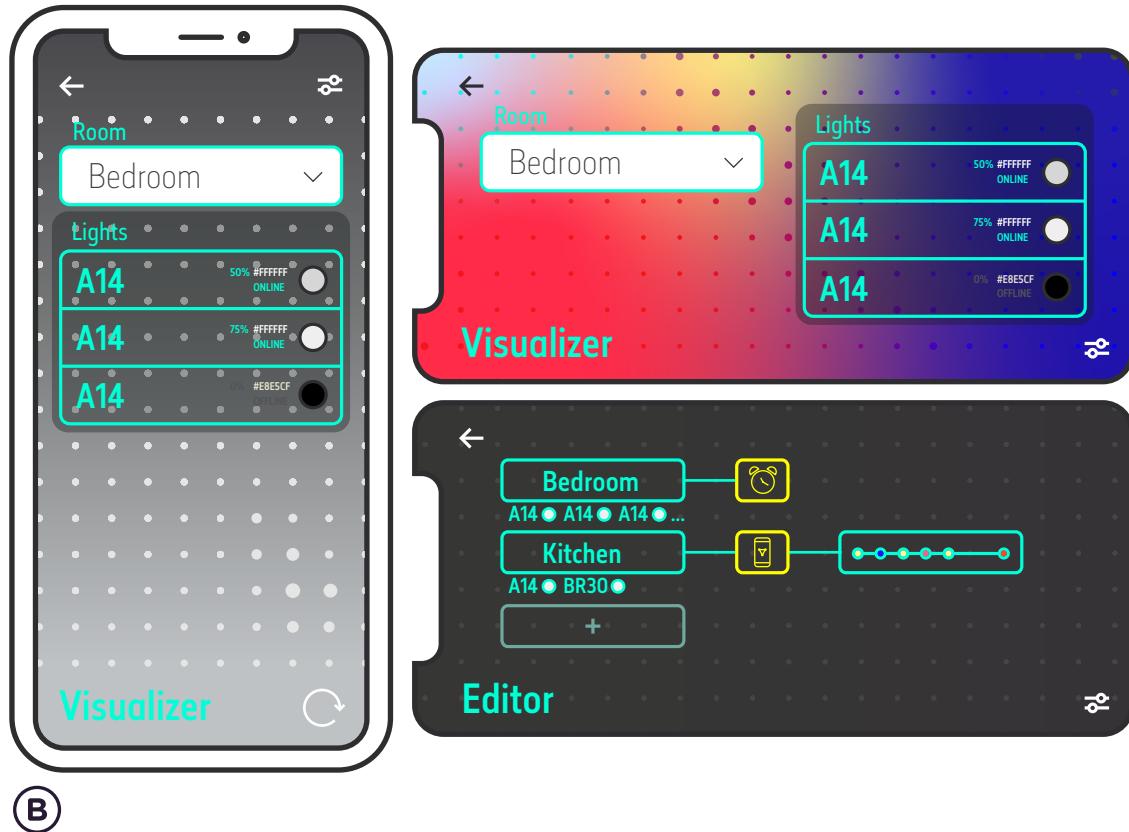


The Ballot App is a concept application created to answer the rising reliance on weak but easily accessible "Social Media News". This project envisions an interface that uses touch ID security to ensure collected polling data and social interactions are genuine. User's residence and registered party information are used to tailor voting information.

The following links lead to a [concept video](#) and [Invision mock-up](#).

Digital  
Ballot App Wireframe Selection [A](#)  
GIF Transition Sample [B](#)





## LightSwitch App



## About Project



LightSwitch is an interface for the iPad and iPhone built around user friendly interaction with Smart-Home light devices. Taking cues from existing apps that pair with a bridge which connects to smart bulbs and user input controlled apps like Garage Band, I've mocked up a system living across devices that facilitates quick control of a Smart-Home ecosystem that can get very in depth with its customization and staging. Motion sample viewable [here](#).

Digital

On-boarding Screens



LightSwitch Wireframe Selection





## ▲ Sterile Site Installation



About Project

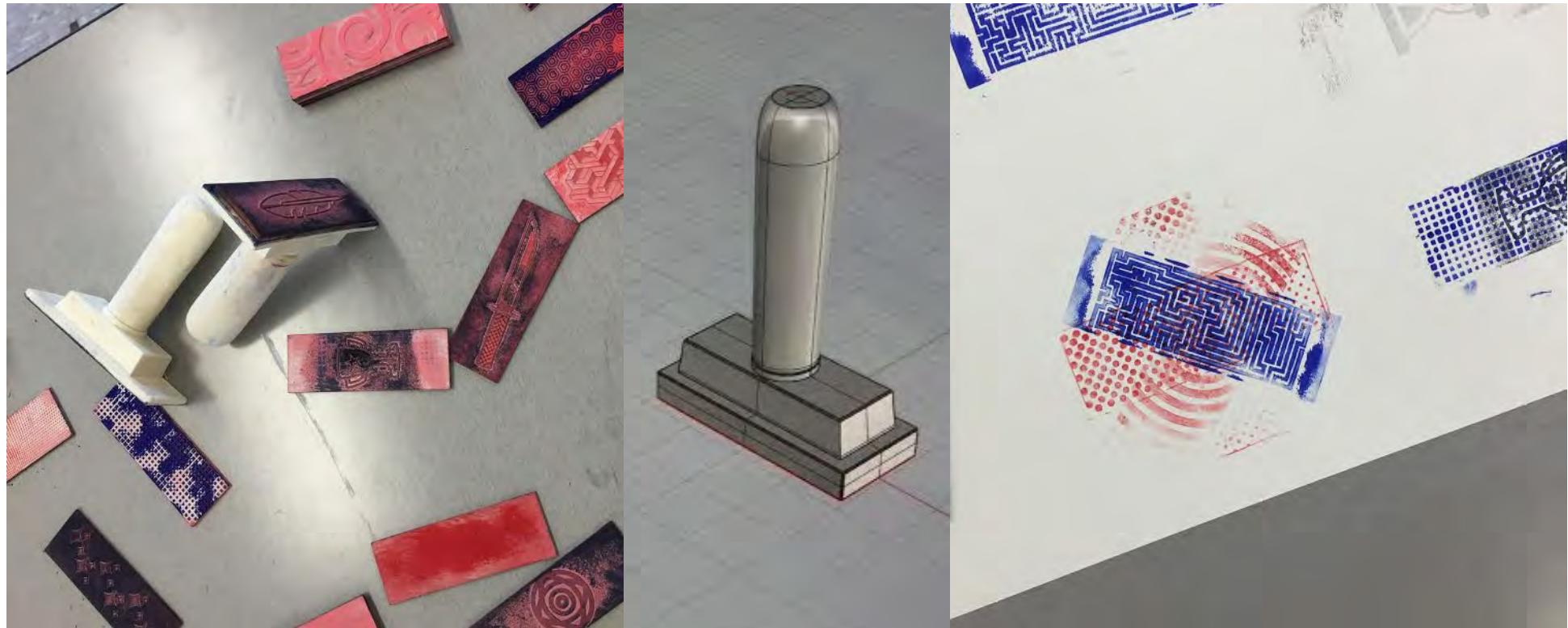
### Medium

Custom Hardware of welded and polished Steel  
Hard Maple Beams  
Flourescent Tubes  
Handspun wiring

### Dimensions

Nodes: 4' x 2'(Diameter) x 1.5"(Depth of beams)  
Installation Space: 8' x 12' x 20'





## ▲ Fabricated Stamp Set

★

[About Project](#) ❤

### Medium

Laser Engraving Rubber, 3D printed object plug, resin casted stamp parts, Stamli Inkard

### Dimensions

0.25' X 1.5' X 1" per stamp of 4  
with 11 X 17 watercolor sheet

Stamp cuts were designed and engraved based off of personal "semiantic still life descriptors" and fit into stamp handles allowing for interactive art making with the audience who were encouraged to participate in marking the paper by overlapping stamp faces to form a tiled one off, ready-made poster.



(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



(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](#).

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



(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

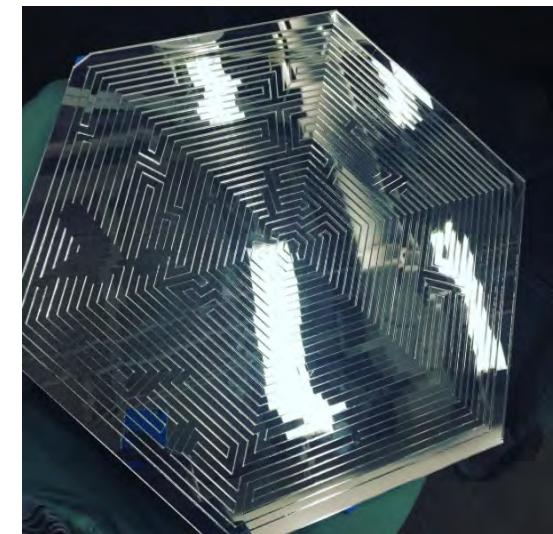
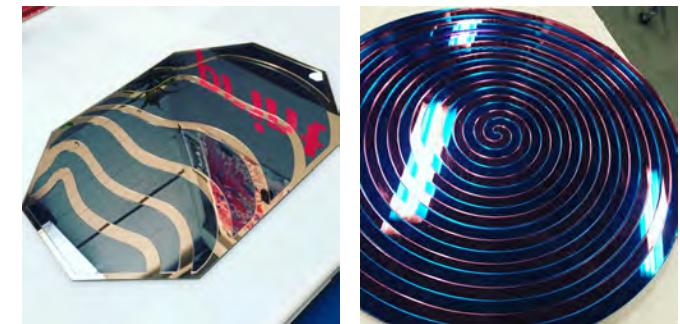
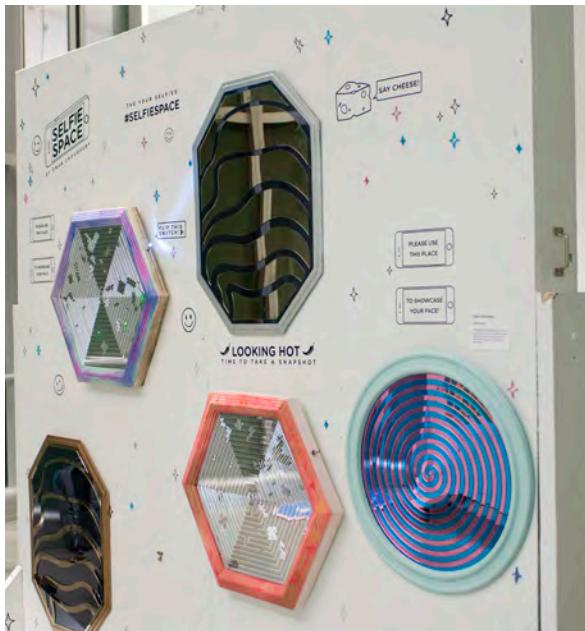
Mixed Media

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

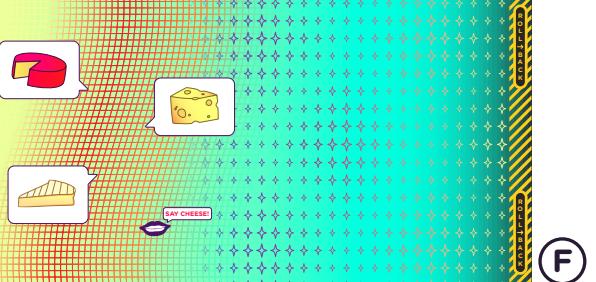
18 page “Assembly How To” publication **B**

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

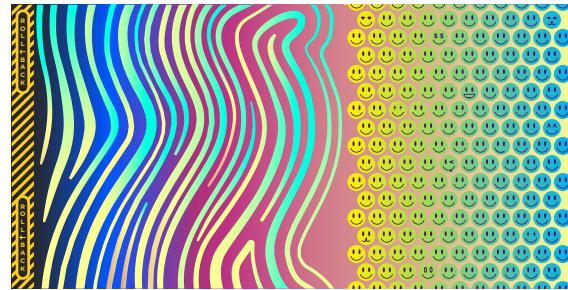
\*displayed with illustrations, logotype, & other branding elements



D



F



## Selfie Space 2017 Thesis Installation 2/2

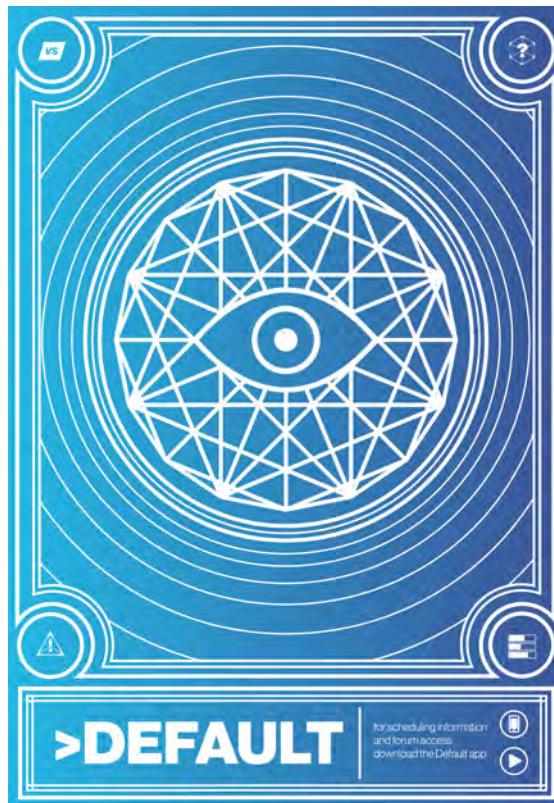

[About Project](#)

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. Ultimately my final exhibition didn't contain every element I had initially planned on, but I was still 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.

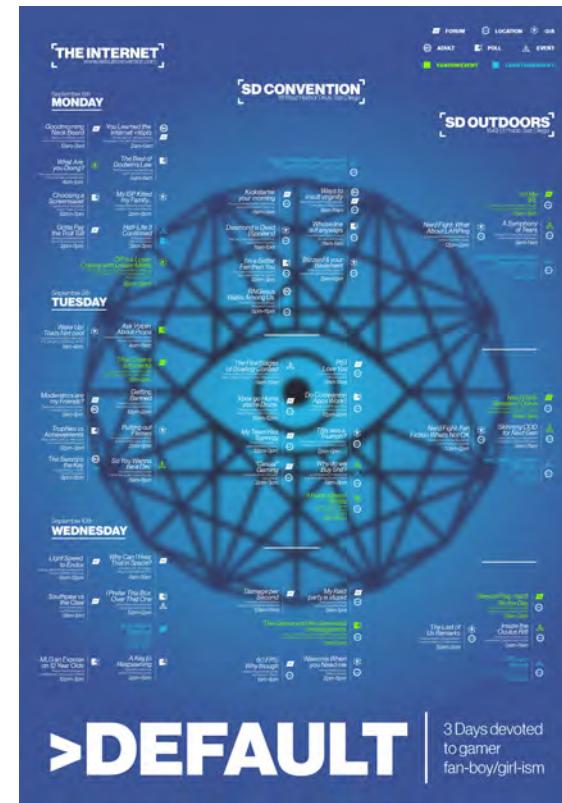
Mixed Media

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

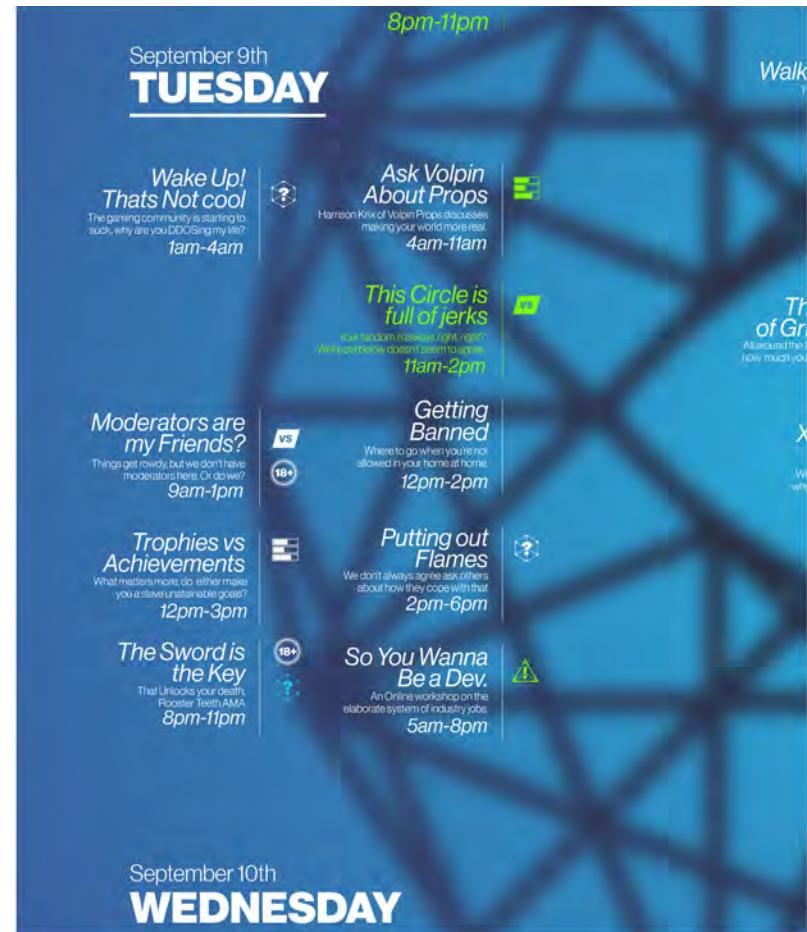




(A)



(B)



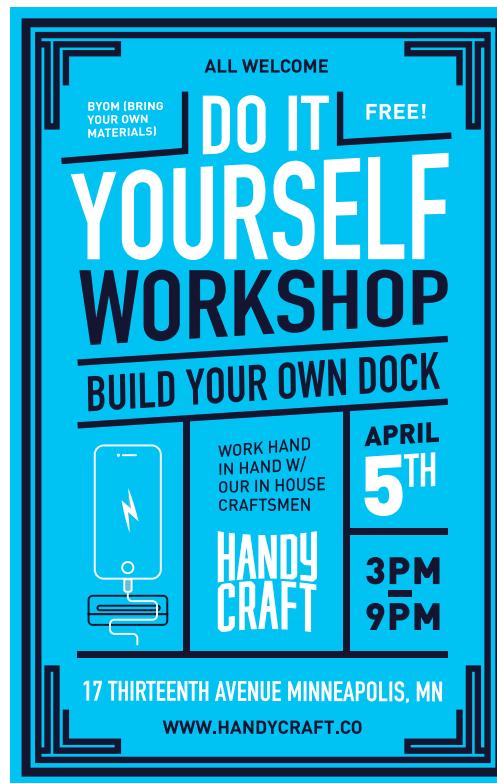
## Default Convention Branding

Default is a covention 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 sheduling and location information for panels and activities. Icons and key colors are influenced by colors related to console branding.

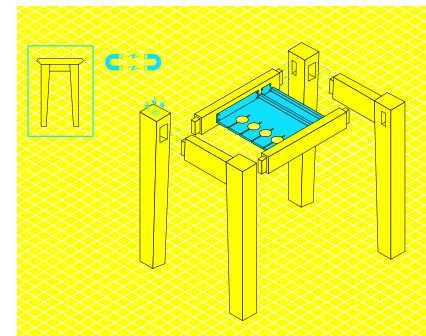
## About Project



(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

**A** Event Poster

**B** Product Assembly Illustration

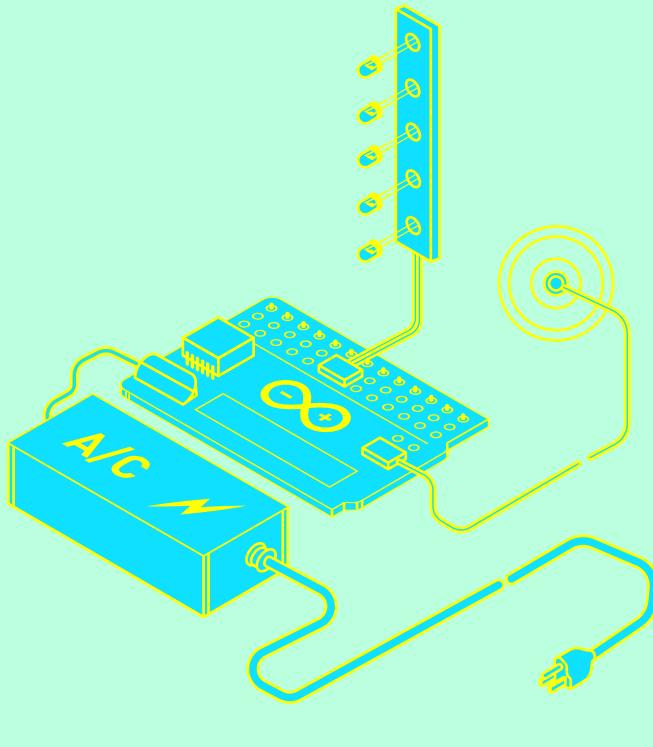
**C** Catalogue

**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)



(A)



(B)



INGREDIENTS: RAW UNREFINED SHEA BUTTER, ORGANIC COLD PRESSED COCONUT OIL, PURE ALOE VERA JUICE, ALOE VERA JUICE, CITRIC ACID, POTASSIUM SORBATE, PRESERVATION, CALENDULA OFFICINALIS, CALENDULA FLOWER EXTRACT, TOCOPHERYL ACETATE, VITAMIN E OIL, BASIL ESSENTIAL OIL, LAVENDER ESSENTIAL OIL.



INGREDIENTS: ORGANIC CANE SUGAR, ORGANIC COCONUT OIL, AVOCADO OIL, TOCOPHERYL ACETATE (VITAMIN E OIL), CALENDULA OFFICINALIS (CALENDULA FLOWER EXTRACT), ORGANIC LEMONGRASS ESSENTIAL OIL, PEPPERMINT ESSENTIAL OIL, LEMON ESSENTIAL OIL.



## Willowwood & 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.

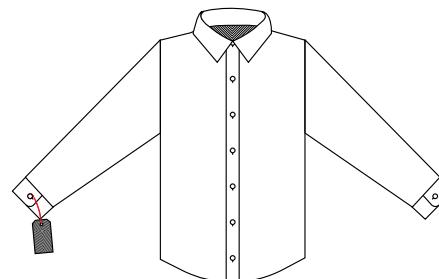
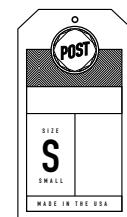
Print/Web

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

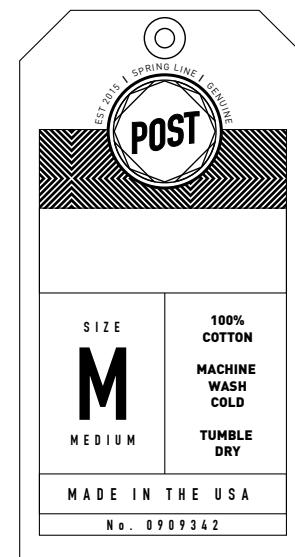
Post Logo

Type Application

Top/Bottom Interior Garment Tags

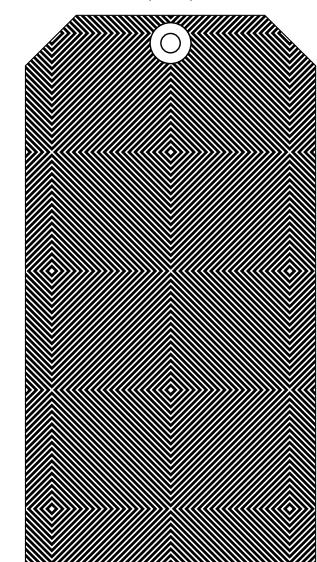


FRONT



3.75"

BACK



1/8"

2"

(B)

(A)

## ▲ Post Branding 2/2

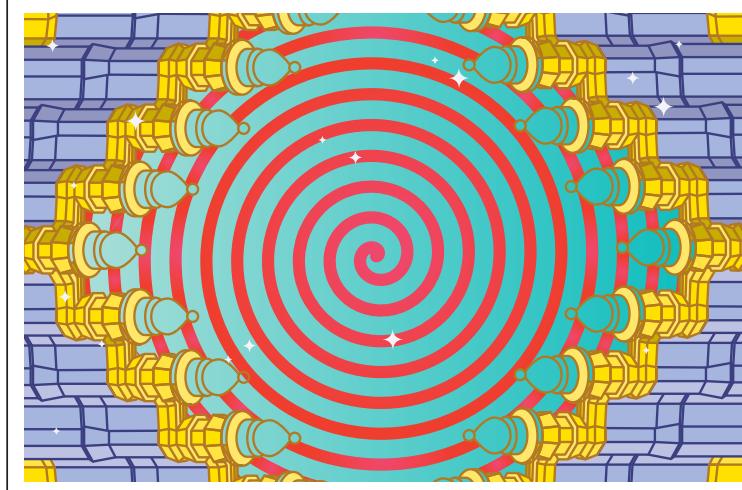


## About Project

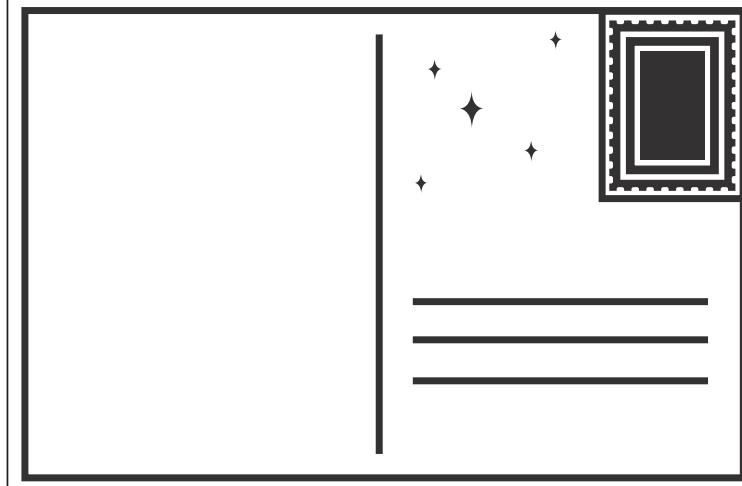
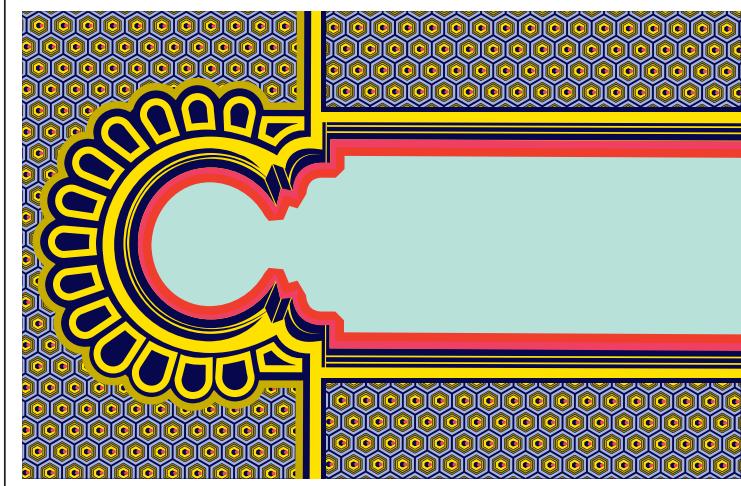
In addition to designing the brand, for this project designers also mocked up our designs and tags. I chose to manipulate photos I took of clothes that fit the image of my version of post; adding tags and textures in post processing.

Garment Labels  
Interior Tag Mock-up   
Hang Tag





A



B

### Beersheba Postcard Selection



### About Project

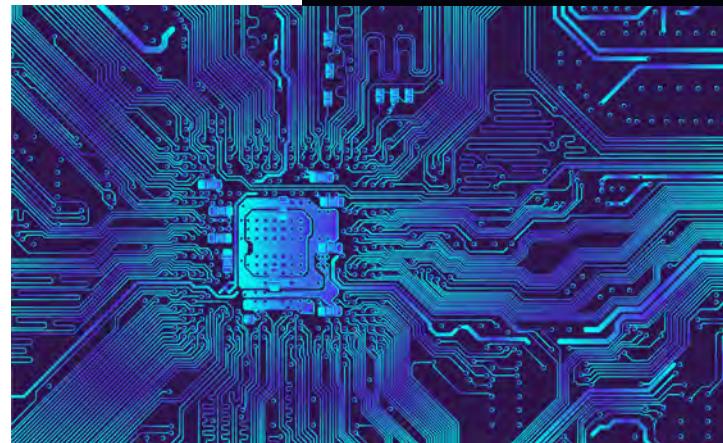


In response to Iltalo Calvino's novel, *Invisible Cities* a reading assigned for Advanced Design class, I generated a set of vector illustrated post cards, representative of a city called Beersheba, described within the book. Postcards are branded with a logotype and city theme.

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.

