

EXPERIENCE

Tiny Factories Co-Founder	2019 - Present
Working as indiepreneur to create a community that builds and launches products each month in order to achieve financial independence.	
Freelance Designer gndclouds.cc	2014 - Present
Have been working as a freelance Interaction Designer and UX Researcher for IDEO, Xerox PARC, Audi Air, Future Partners, Workshop Cafe, Udacity, California College of the Arts, Eleven Eleven Journal, and Palace Games. In these roles I have worked in Medical, IOT, Energy, Ed-Tech, P2P, and Blockchain.	
Dubberly Design Office Interaction Designer	2019
I worked on system architecture, and packaging design for large medical company and heating and cooling company.	
Speechify UX Researcher & UI Designer	2019
Focused on community outreach and scoping new feature implementation while growing an active beta community to test new features and UI elements.	
Udacity UX Researcher	2018 - 2019
Worked across design, content development, and tool development teams to research strategies for evaluating course material and new tools for students.	
Xerox PARC Research Assistant	2018
Worked across teams to develop prototypes which demonstrated the viability of internal research projects for consumer markets.	
IDEO, CoLab Colab Fellow	2016 - 2017, 2018
Collaborated with partner companies on exploring emerging technologies including AI, blockchain, and IOT to understand their implications in health, finance, energy, and food sustainability domains.	
IFTTT Product Consultant	2017
Lead user research phase to determine the viability for a new product called Maker Platform.	
Maker Media Creative Technologist	2015
Built, tested, and documented projects submitted for publication. Partnered with authors, editors and others to resolve problems with project instruction.	
IDEO Interaction Design Intern	2015
Served as an Interaction Designer with a focus on research, conceptualizing, and prototyping solutions within education, health care, and consumer retail.	
Intel UXR Hardware & Software Prototyper	2014
Created a product to enable novice makers to begin making in group environments. Led the design research phase and prototyping of the physical hardware which resulted in a new PCD shield and maker kit utilizing the Intel Galileo.	

EDUCATION

California College of the Arts BFA: Interaction Design with distinction (STEM Approved)	2016
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FACILITATION

California College of the Arts Led various workshops on the design methodology of "thinking wrong" with department chairs.	2017
SooChow University - Taiwan Presented to SooChow Univeristy on the design methodology of "thinking wrong".	2017
Chen Kung Senior High School - Taiwan Led various workshops in the design methodology of "thinking wrong" with chairs and departments.	2016
Tutoring at California College of the Arts Taught students at CCA how to build out hardware, develop coding skills, and work with HTML, CSS, and JavaScript.	2013 - 2016

PUBLICATIONS

Glance Winter 2018-19 A CCA publication on how our team is looking to change the way we think of utilities. This article was part of the IMPACT award announcement listed below.	2019
Learning The Right Way To Think Wrong A feature on the last 3 years of Secret Project and how it has influenced our professional practice.	2018

VOLUNTEERING

Dynamicland As a volunteer I help give tours and build things in RealTalk.	2018 - 2020
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PROFICIENCIES

Analog	Digital
Thinking Wrong	Sketch
Mind Mapping	Final Cut
Systems Design	Motion
Hardware Prototyping	Rhino
Concept Generation	Adobe CC [Il, Ps, Lr, Id]
Woodworking	Cinema 4D
Systems Thinking	Unity & Unreal
Workshop Facilitation	HTML / CSS
Design Thinking	React
Storytelling	Javascript
UX Research	Framer X

AWARDS

IMPACT Award The IMPACT Award is a competition, awarding the top two individuals or teams with \$25,000 and a network of resources to complete an innovative project cultivating social and/or environmental responsibility.	2018
Intel 'aha' award Best intern project summer fo 2014.	2014