



## About

*An inventor at heart, I aim to craft simple and meaningful ways of interacting with technology. I work at the intersection of software, hardware, and psychology with a toolkit of design, research, and prototyping skills.*

*Named on 15 patents.*

## Education

### Carnegie Mellon University

*Aug 2007 - May 2011 | Pittsburgh, PA*

Double Major: Industrial Design & Human-Computer Interaction, BFA

## Design Skills

User-Centered Design  
Design Leadership  
User Research & Testing  
New concept development  
Advanced software & hardware prototyping

## Tools

Figma  
Adobe CC  
Framer (TypeScript)  
Principal  
Raspberry Pi  
Confluence  
Jira

## Employment

### Sonos, Senior UX Designer

*Nov 2017 - Feb 2025 | Santa Barbara, CA*

Hardware UX Design Lead responsible for development of all portable speaker products, portfolio design evolution, and integration of advanced technologies

### Microsoft, Windows Devices Group, Designer

*Aug 2011 - Aug 2017 | Redmond, WA*

Focused on evolving the core user experience of the Windows Operating System, device integrations, and smarthome offerings

### Daedalus, UX Designer

*Jun 2010 - May 2011 | Pittsburgh, PA*

Part-time designer following a summer internship. App conceptualizing and design for client work.

## Consulting & Projects

### Arktos Technologies, Design Advisor

*Aug 2022 - Present | New York, NY*

Developed UI for analysts to assess and act on financial insights

### Hooke Audio, Design Advisor

*Feb 2015 - Aug 2020 | New York, NY*

Design and inform development of products - including UX, Industrial, Graphic, and packaging design for mobile 3D audio products.

### Spruce, Designer & Cofounder

*Aug 2012 - Apr 2015 | Seattle, WA*

Created digital menu management and display solutions for bars, restaurants, and other businesses

### Yore Design, Designer & Developer

*Aug 2012 - Jan 2013 | Seattle, WA*

Designed, built, and released a touch-first app for Windows