



UX/UI DESIGNER

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EDUCATION

2012-2016

ART CENTER COLLEGE OF DESIGN, PASADENA, CA
B.S. in Interaction Design

2014

CALIFORNIA INSTITUTE OF TECHNOLOGY
Spring 2014, Product Design for the Developing World

2007-2010

EAST TENNESSEE STATE UNIVERSITY
Business Management and Economics

PROFESSIONAL EXPERIENCE

2017-PRESENT

CASPER IMAGING SYSTEMS, TUSTIN, CA - (PASSWORD: ARTHURCCCLARKE)
Co-Founder and Head of Design. Design and iOS development. Leading a 3 person team developing an augmented reality spatial interactions platform and app.

- Created an "augmented reality" communication/interaction application for iPhone - The Casper app allows you to set up personal AR environments or "Spaces" for yourself. People you know on Casper can access your AR spaces, and push content and interactions to them for you to access when you are nearby.
- Leading development of Casper Shadow - An enterprise software application for desktop that allows businesses to integrate AR/MR effects into their customer relationships - Casper Shadow also includes team management features, 3D canvas, etc.

2016-2017

MIRARI TECHNOLOGY, LOS ANGELES, CA - (PASSWORD: ARTHURCCCLARKE)
Founder and Head of Design. Design and development of our iPhone app; led a 4 person team developing fashion-focused wearable electronics.

- A futuristic E-Fashion Label that is focused on creating garments and fashion products that can change their appearance at will or in response to sensor input; the overall goal of Mirari was to create a high-end electronic fashion brand that can fit seamlessly into our normal day-to-day world (I.E. - crafting subtle products, not flashy).
- The patterns/imagery on the surface of Mirari garments are controlled by a smartphone application. We did research in the chemical engineering lab at Caltech, working to create a prototype of "woven" electronic-ink strands that could be activated under electric charge - the research we did was the basis for the concept of Mirari; some of the research and designs are included in the file folder.

2016-2017

CLEARMARKET INC, PASADENA, CA
UI Designer for web and mobile app; Designing user-interfaces and navigation for Clearmarket's online wholesale automotive trading and monetization platform.

2011-2012

NSA FIELD SERVICE, KNOXVILLE, TN & SAN FRANCISCO, CA
Survey photographer; travelled and scouted business sites, created site maps, photographed landscapes and corporate signage to prep for re-branding.

AFFILIATIONS/AWARDS

2012

FINALIST - Stanford D.School Hackathon; Implemented "D.Gallery" artist collaboration tool over 48 hour period.

2013

PARTICIPANT - Caltech Entrepreneurship Hackathon; Designed interface screens for mobility tracking intelligent hiking pole over 48 hour period.

2007

Boy Scouts of America (BSA), Eagle Scout Rank Attained

SPECIAL SKILLS

DESIGN

Adobe Illustrator, Photoshop, Acrobat. Solidworks. Madmapper. Invision Prototyping. Xcode and various coding softwares.

CODING

Apple Swift, Javascript/Jquery, PHP, MYSQL, HTML/CSS

INTERESTS

Hiking, Painting/Fine Art, New & Emerging Technologies, Reading (Novels and non-fiction), Drawing, Entrepreneurship.