

BACKGROUND

My interest in writing software began in a high school computer graphics class. I then began creating graphics and retouching with Photoshop and animating with Flash. Things really got interesting when I discovered there was another side to Flash: ActionScript. It was much more than an animation tool. This was my introduction to the world of programming. I immediately saw the power and benefits of being able to achieve dynamic results that were difficult or impossible to achieve manually. After getting a taste of the power of code, I started exploring what other languages had to offer. I decided to combine design and programming and gravitated toward minimalism. It's with this hybrid skill set and obsession for problem-solving that allows me to apply rare insight in order to push the boundaries of what's possible creatively and technically.

APPROACH

Engineering is linked with "left brain" thinking and design with "right brain" thinking. However, the best solution to any problem comes from combining both forms of thinking. A designer who is adept in engineering can create more thorough, feasible designs for that product. Similarly, an engineer with a design background will be able to create a more intuitive and visually appealing product. Having a deep understanding of both form and function and being able to speak the language of both the designer and the engineer allows products to be implemented exactly as they were envisioned, thereby eliminating the communication barrier that typically exists when building products. This prevents information from being misinterpreted and results in clear, consistent products that delight users.

EXPERIENCE

- 09.2015 - 10.2016 **Bow & Drape** VP Engineering
- 01.2015 - 08.2015 **The Hackerati** Software + Design Consultant
- 05.2010 - 12.2014 **Eduence** Software Engineer + Designer
- 09.2008 - 03.2010 **Karbon** Principal Software + Design
- 11.2006 - 07.2008 **Syntax** Interaction Designer
- 08.2001 - 10.2006 **Wavebox Design** Interaction Designer

EDUCATION

- 2002 - 2004 **Katherine Gibbs School** Digital Arts + Animation
- 2001 - 2002 **Suffolk County Community College** Graphic Design

SKILLS

Design

Product Design
User Experience Design
User Interface Design
Wireframing
Prototyping
Interaction Design
Web + Graphic Design
Identity + Branding
Type Design
Animation
Motion Design

Development (Agile)

Front-end
Back-end
Information Architecture
DevOps + Automation
Testing
Integration + Deployment

Other

Product Photography
Fashion Photography
Retouching

SOFTWARE + TECHNOLOGIES

Design

Illustrator
Photoshop
Sketch
InVision
OmniGraffle
After Effects
Flash
Framer
SketchBook Pro
Painter
Quartz Composer
AutoCAD
Alias AutoStudio
ZBrush
Fusion 360
Keyshot

Development

C + C++
Swift + iOS
Python
PHP
Ruby
Perl
JavaScript ES6
CoffeeScript
ActionScript
Shell Script
Awk
HTML + SVG
CSS
Markdown
LaTeX
Dot/GraphViz
Django
Flourish
jQuery
React
Backbone
Marionette
LoDash
Webpack
Jade
Handlebars
Stylus
D3
GSAP
Raphaël
Bootstrap
Socket.io
Git
Make
Grunt
Mocha
Chai + Sinon
NGINX
Apache
MySQL
MongoDB
Redis
Firebase
AWS
Ansible
Docker
Vagrant
Packer

LANGUAGES

English Fluent
Spanish Intermediate
German Elementary

INTERESTS

Math	Philosophy	UI/UX Design	Books	Photography	Snowboarding
Software	Science	Web Design	Music	Architecture	Ping Pong
Data Science	Sustainability	Industrial Design	Film	Futurism	Virtual Reality
Electronics	Physics	Nature	Motion Design	Cycling	Automotive