

## 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 **Edulence** 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

Python  
PHP  
Ruby  
Perl  
JavaScript/Node  
CoffeeScript  
ActionScript  
C + C++  
Swift + iOS  
Shell Script  
Awk  
HTML + SVG  
CSS  
Markdown  
LaTeX  
Dot/GraphViz  
Django  
Flourish  
jQuery  
React  
Backbone  
Marionette  
LoDash  
Pug  
Handlebars  
Stylus  
D3  
GSAP  
Raphaël  
Bootstrap  
Socket.io  
Git  
Make  
Webpack  
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