

b. December 1<sup>st</sup> 1990, Tucson, AZ, US  
 Currently based in New York, NY, US  
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## Employment

### Tlon

October 2019 – Ongoing  
 Design

Samara (Airbnb), Other Internet, FOAM, Open  
 Space Observatory, and others  
 2018–2019  
 Freelance Research and Development,  
 Product/Web/Infrastructure/UX Designer

### Tumblr

December 2015–May 2018  
 Senior Digital Product Designer

### IBM

April 2013–December 2015  
 Digital Product Designer (UX-focus), Prototyper,  
 Co-founder of IBM Community Radio

Smart Design, OXO, Henkel Consumer Products  
 December 2012–May 2013  
 Industrial Designer, Design Research

## Organizations/Affiliated Projects

New Computer Working Group  
 2017–Ongoing  
 Writing, Workshopping, Prototyping

Learning Gardens  
 2016–Ongoing  
 Co-founder, Facilitator

## Teaching

Parsons School of Design  
 Spring 2017, Core Studio Interaction Design  
 Part-time Faculty

IBM Design  
 2014–2015  
 Prototyping Workshop Lead Facilitator

## Workshops, Lectures, Exhibitions, Writing

### “Being a Body”

February 2018, METRO Library Council  
 with Callil Capuozzo and Sarah Hamerman

### “On Building Knowledge Networks”

August 2018, The Creative Independent, Are.na

## Software & Work Knowledge

### Software Drawing:

Figma, Sketch, Adobe 2D products (AI, PS, etc.)

### Software Prototyping:

I prefer Framer but have used/tried it all

### Up-to-date with rapidly evolving

### frontend development tooling:

Prototyping capability via HTML/CSS/JS  
 General Version Control

### User Research:

Experienced in various methods of quantitative  
 and qualitative data gathering,  
 research tools (improvised and otherwise), and  
 user communication/interview best practices

### Visual Communication and Presentation:

I can communicate clearly via drawing, slides,  
 wireframing, doodling, whiteboarding, etc.

### Rapid physical prototyping:

Wood, foam, plastic, metal: I can shape it all!

### Various 3D apps/workflows:

Rhino, Solidworks, Blender, Cinema 4D

### “Industrial Design-related” fundamental knowledge:

Human ergonomics, basic materials science,  
 manufacturing methodologies, etc.

## Education

The Design School at Arizona State University  
 August 2009–May 2013  
 Bachelor of Science in  
 Industrial Design, with honors

## Things I'm Currently Learning

Clothing construction and pattern-making,  
 Lisp, Rust, Go, ECMAScript, React  
 Distributed Systems Design  
 Formal/institutional pedagogy  
 Mandarin Chinese