

UX designer focused on 3D products,
AR/VR, fabrication, CAD, and robotics.

Academic

2017-2018

Master of Human-Computer Interaction
Carnegie Mellon University, Pittsburgh, PA

2015-2016

Fulbright Research Fellowship
Royal Danish Academy of Arts, Copenhagen, Denmark
[Thesis - "3D: How Digital Tools are Changing Danish Design Culture"](#)

2014 Spring

School for Poetic Computation, New York, NY

2007-2012

Bachelor of Architecture, Cum Laude
Cal Poly State University, San Luis Obispo, CA
[Minors in Spanish and Sustainable Environments](#)

Consulting Work

2009 - 2017

Digital Toolbox **Founder and Co-Director**

I founded [digitaltoolbox.info](#), an educational startup for makers.
This morphed into a 3D design consulting practice for art,
architecture, and product design. Select clients:

[Neils Bohr Institute](#)
[Pratt Robotics](#)
[Plastarc Inc.](#)

[Snøhetta](#)
[Yoko Ono](#)
[Jason Krugman Studio](#)

[Control Group](#)
[Alexis Bittar Jewelry](#)
[OldCastle BE](#)

Select Clients and Project Roles

2014 - 2016

Plastarc Inc., Spatial Interaction Designer
Visualized qualitative and quantitative spatial data,
User research on workplace anthropology and provided design recommendations

2013 - 2017

Jason Krugman Studio, Product Designer
Launched a consumer lighting company called Splyt Light in collaboration
Led 3D design and fabrication of "[Rhythm and Form](#)" in Bethesda, MD

2013 - 2017

Alexis Bittar, CAD Designer
Jewelry design, surface modeling from hand sketch to production casting

2013

Control Group, Designer
"Workplace of the Future", design competition, video production
"Reinventing Payphones", Community Choice Award

Teaching

- 2015 Spring **NYU ITP**, Adjunct Faculty, New York
"Sculpting Data with Everyday Objects", Co-taught with Esther Cheung
- 2014 - present **CUNY City Tech**, Lecturer, New York
Lead graduate certificate class "Modeling for Fabrication", with Charlie Portelli
- 2012-2013 **Columbia GSAPP**, Guest Lecturer, New York
"Integrated Parametric Delivery", Co-taught with Mark Green

Select Publications

- 2016 Adaptive Robotic Fabrication For Conditions Of Material Inconsistency: Increasing The Geometric Accuracy Of Incrementally Formed Metal Panels: FABRICATE 2016
Paul Nicholas, Mateusz Zwierzycki, Esben Clausen Nørgaard, Scott Leinweber, David Stasiuk, Christopher Hutchinson and Mette Thomsen
- 2016 Filigree Robotics, Posthuman Frontiers: Projects for the ACADIA 2016 Conference
CITA, KADK, Copenhagen. Martin Tamke, Flemming Tvede, Esben Norgaard
- 2015 Working without Borders: Flexible Workplace in an International Peacekeeping Organization, EDRA CORE 2015 Recipient - PLASTARC
Melissa Marsh, Ingrid Erickson, Cassie Hackel, Scott Leinweber
- 2011 Autodesk BIM Curriculum 2012 Author
Wrote Unit 6 on Performance-Based Conceptual Design with Ryan Lovett

Extra

- 2016 Patent - *Multiple Light Bulb Socket Adapter*, US 29561973
- 2010-2012 KCPR 91.3fm Disc Jockey

Tools and Skills

Design Skills

Sketching, Prototyping
 Concept Generation,
 User Research, Interviewing

Adobe CS, After Effects,
 DSLR documentary video

Digital Modeling

Rhino, Grasshopper
 T-Splines, 3ds Max, Maya
 Inventor, Alias, Catia, Revit

RobotStudio, HAL
 CNC Prototyping, 3D Printing

Programming

Python, Unity
 C++ via openFrameworks
 ThreeJS/WebGL, HTML/CSS/JS

Processing, Arduino, bash
 Fluent Spanish,
 conversational Danish