

Mission

Ad Finem Fidelis

I seek to use my skills and talents to improve the lives and well-being of as many people as I can.

The genuine investment of my time and effort into changing something for the better is far more satisfying than any financial or tangible reward. Especially when the final product is an actual innovation.

Designing devices and services for mass-production and consumption is only justified if the goal is to solve a legitimately mass-produced problem.

Education

Rochester Institute of Technology 2012 - 2016

Freshmen Introduction classes to 2D and 3D design, product design drawing, concentration of Western Art and Architecture, star of four-year German linguistics concentration.

Sophomore Industrial Design studio and form, concentration on human factors and applications, product sketching and rendering in SolidWorks, Rhino, Keyshot and Photoshop.

Junior Industrial Design studio, introduction to materials and processes for product design, graphic tactics and design, introduction to marketing and entrepreneurship. Second semester spent in Dessau, Germany for study abroad.

Senior Team-based product development, independent senior project, environmental care procedures and maintenance, introduction to professional work environments and behaviors.

Personal

Interests + Hobbies

Art Origami, drawing, and free writing.

Engineering Industrial and automotive design, additive manufacturing. Industrial, mechanical, and material.

History 19th, 20th century industrialization.

Science Nuclear physics, Biological and Environmental science, Psychology and human perception (sensory and psychological), aeronautics and aviation.

Sports Snowboarding, skiing, hiking, swimming, mountain biking, and jogging.

Technology Consumer and industrial electronics, computing, and networking equipment.

Job Experience

FabLab Director, RIT

2017-Present The FabLab is RIT's on-campus fabrication service, specializing in additive and subtractive manufacturing methods. Students, professors and alumni can 3D print models with our FDM and SLA printers, as well as cut and mill various materials with our CNC laser and plasma cutters.

ITTech at CIAS, RIT

2015-2016 Apple hardware technician; 3D print lab admin for College of Imaging Arts and Sciences, Rochester, NY.

Mobile UX Intern, EnerNOC

2015 Outlining mobile experience strategy; develop a corporate design guide for future mobile products, Boston, MA.

ITTech at CIAS, RIT

2014 Technology advisor, lab manager for College of Imaging Arts and Sciences, Rochester, NY.

Vanderhoof Hardware

2011-2013 Sales, assistance, and repairs, Concord, MA.

Skills

Modeling + Illustration

Hand Line drawing with varying line weights, perspectives and viewpoints, orthographic projections.

Digital Drawing, CAD modeling, and rendering.

3D FDM + SLA printing, laser cutting, engraving, milling, vacuum forming.

Software

8+ years Photoshop, Illustrator, Logic Studio, Final Cut Pro.

5+ years InDesign, SolidWorks, Rhinosceros, Keyshot, Dreamweaver.

Langugages

4+ years proficient with German.

1+ years proficient with HTML.

Electronics

Hardware Removing, repairing, and (re)installing desktop, laptop, and mobile device components.

Software Diagnostics, repair, design and debugging.

Server Setup, administration, and maintenance.