

## summary:

*I'm curious and enthusiastic, measured and pragmatic, with a healthy dose of optimism. I'm a strong communicator, both visually and verbally. I'm a seasoned designer and serial entrepreneur with 10 years of experience within business ownership and problem solving through successes and struggles alike.*

*I have 17 years of experience designing for and pushing the bounds of cast iron manufacturing.*

*I've built strong knowledge of merchandising, corporate presentation, and sales through representing multiple product lines over the past 12 years at tradeshows in various industries including: Outdoor Retailer, MAGIC, Liberty Fairs, Agenda, and The Inspired Home Show (formerly International Home and Housewares Show).*

*I'm an experienced and considerate teacher, mindful of individual students' approaches and goals while adhering to overall course objectives.*

*I have a deep personal interest in ancient myth, materials of antiquity, philosophy, and religion. I'm a lover of aerospace history and innovation, particularly in relation to pressure suits and design that is directly related to the human body. My hobbies include fitness, camping, and motorcycling, with attention paid to education and invention within and surrounding these interests.*

## areas of expertise:

- Expert knowledge and experience within the cast iron process.
- Design and development of both hard and soft goods.
- Prototyping, model-making and hand-fabrication.
- Mold-making and casting across extensive materials.
- Brand identity and story development.
- Communication and negotiation.
- Teaching through demonstration, lecture, and responsive engagement.

## education and certificates:

*Rochester Institute of Technology: Rochester, NY, 2004-2005*  
Studied metalsmithing and jewelry techniques.

*Philippe Faraut (apprentice to): Honeoye, NY, 2005-2006*  
Studied portrait and figure sculpture in both wet clay and stone under master sculptor, Philippe Faraut.

*Rhode Island School of Design: BFA, Providence, RI, 2006- 2010*  
Studied industrial design with a tailored focus toward mold-making and casting courses. Took opportunities to collaborate with students in the apparel and film department regularly, with final degree project being collaborative between ID and FAV.

*Community College of Rhode Island // Goldman Sachs: Certificate, Providence, RI, 2020*  
Participated in and graduated from the 10,000 Small Businesses program.

## grants and awards:

*Academic Grants and Awards:*  
RI Space Grant, 2009 + 2010  
Marc Harrison Design Award, 2010

*Business Grants:*  
Design Catalyst Grant, 2016  
Business Adaptation Grant, 2020  
Restore RI Grant, 2020  
RI Rebounds Grant, 2021

## published in:

*Vogue*  
*The Boston Globe*  
*Yankee Magazine*  
*Edible Rhody*  
*House Beautiful*  
*Southern Cast Iron*  
*Bake from Scratch*  
*New England Home*  
*Hey Rhody!*

*Huffington Post*  
*Big Sky Journal*  
*Tasting Table*  
*The Inspired Home*

## work experience:

*Nest Homeware* | Providence, RI  
Owner + Principal, 2013 - Present

Designed, produced, and launched a collection of cast iron cookware and kitchen accessories.

*Ares Iron* | Providence, RI  
Owner + Principal, 2015 - Present

Designed and produced a suite of cast iron table legs, filling a gap in the market for furniture designers.

*Rhode Island School of Design* | Providence, RI  
Adjunct Professor, 2014 - Present

I've taught a 12 week studio course on design principles which encompasses drawing, research, model making, and design methodology, a 12 week studio course on the process of pattern making for cast iron, a 12 week studio course on the process of investment casting (tailored for bronze), and a 6 or 12 week studio course on machining in a metal shop setting. Students are given real-world constraints to work within, while still allowing freedom to explore the potential of these processes and methodologies.

*DesignXRI* | Providence, RI  
Instructor, Mentor 2023 - Present

I worked in collaboration with DXRI to develop a curriculum module centered on Product Development for their *LAUNCH* program, targeted to individuals new to the design process and entrepreneurial business endeavors. I teach this module, which is one of five other modules developed with local industry professionals.

I also work as a mentor to participants in the *Design Catalyst Program* (a grant and educational program) of which I am an alum. Mentorship involves weekly check-ins and conversations with a single participant over the duration of their involvement in the program. Conversations are centered on goal identification, pursuit of milestones, problem solving, and process optimization.

*BENRUS* | Providence, RI  
Senior Designer, 2014

I worked under an accelerated timeline with a very lean team to take this brand from dormancy to launch. Reported immediately to the Creative Director and managed a team of two junior designers.

Was responsible for designing and developing brand story, identity, and garments. Liaised with manufacturers, managed vendor relations across the board, and represented the brand at trade shows (*MAGIC, Liberty Fairs, and Agenda*).

*Duro Textiles* | Fall River, MA  
Designer and Marketing Strategist, 2012 - 2014

I worked to design garments, accessories, and media across two brands - one, a line of environmentally friendly rain gear; the other, a military/tactical line. Also designed private label soft goods for third party brands sold through *Target, Frontgate, and Trader Joe's*.

I was responsible for designing and developing brand story, identity, garments, tech packs, print content and collateral, and packaging. Represented rainwear brand, *Storm Seeker*, at the *Outdoor Retailer* trade show (winter and summer).

*Rhode Island School of Design* | Providence, RI  
Interim Metal Shop Technician, 2012

Responsibilities included demonstrating and overseeing students' use of shop tools and ensuring that they were using them accurately and safely, maintaining the quality of the tooling and facilities, aiding in collaborative mentoring with regard to individuals' skill sets and end goals, and working to find solutions to execute those goals.

*Whetstone Workshop* | Providence, RI  
Designer, Fabricator, Lead Patternmaker, 2011 - 2012

I worked to design a series of production patterns for table legs to be cast in iron. I built the first in the series of the patterns, utilizing the efficiency of digital tools along with the seasoned touch of hand fabrication.

Previously produced vintage style barbells and dumbbells for the third party client, *Art of Strength*. Was required to work independently on various machines to create the components and TIG weld them into finished pieces.

*Artisent, Inc.* | Boston, MA  
Model Maker, 2010

I worked under two U.S. Military contracts in cooperation with sister company, *Ops-Core*, to create prototype helmet+gas mask systems for testing. Made molds, cast parts, and assembled components to be integrated into pre-existing helmets. Provided design solutions for fit problems, and created prototypes for proof of concept.