

CURRICULUM VITAE

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Education

2018	Rhode Island School of Design Master of Industrial Design, MID
	Certificate in Collegiate Teaching in Art and Design, CTAD
2017	Harvard Business School CORe: Credential of Readiness
2008	University of Arizona Bachelor of Art 3D Studio Art + French Linguistics magna cum laude
2000	Rochester Institute of Technology Photography
	AHA CPR, OSHA, RCR Certified

Selected Exhibitions

2022 2022 2020 2020 2019 2018 2018 2018	Futures IAEA Symposium on International Safeguards Vienna, AT The Shape of Innovation United Nations New York NY PLASTICS Science Gallery Dublin Trinity College Dublin, Ireland Design and Science Esther Klein Gallery, Science Center Philadelphia, PA Design and Science University Gallery, Eastern Michigan University Ypsilanti, MI APROTOTYPICAL; Industrial Design Graduate Biennial Sol Koffler Gallery RISD, Providence, RI Biodesign: From Integration to Inspiration RISD Nature Lab Providence, Rhode Island RISD Grad Show Convention Center Providence, RI
2010	

Speaking

2019	Lecture Science Gallery Dublin Trinity College Dublin, Ireland
2019	A Place For Plastics Paris Design Summit Place de la Grande Arche Paris, France
2019	'Artist's Talk' NuVu Studio Cambridge, MA
2019	'Artist's Talk' James Madison University Harrisonburg, VA
2018	SYMPOSIUM Biodesign: From Inspiration to Integration RISD Museum Providence, RI

Design

2015

2020	Altimeter Design Group Creative Director
-	Working with thinkers and do-ers in the spaces of National Security, Existential Threat, Climate,
present	Biofutures and Human Interaction; we offer simple, creative ways to respond to not-so-simple issues. Expert consulting in systems design, prototyping and experimentation.
2018	Humanity Centered Robotics Initiative Design Research

In collaboration with Brown University, Ageless Innovation and the HCRI lab, researched appropriate technology for the older adult population by assessing life situations and designing instruments for data collection to improve next generation robotic Intelligence for older adults.

2017 NASA + RISD | Design, Make

Team member designing an analog spacesuit simulation to be tested by astronauts participating in the HI-SEAS project. Fabricated soft, inflatable actuators that allow astronauts to adjust the suit's fit during a mission. Engaged in first-hand user-testing and parts fabrication.

2017 American Museum of Natural History | 3D Exhibitions
Prepared full scale and to-scale physical models for upcoming traveling exhibitions. Test interactive design strategies to match our unique content. Employed iterative design process toward refining final designs.

Gallery 81435 | Cellscapes, Curator
Organized a community-wide installation of landscape photographs made exclusively with cellphone cameras. The exhibition featured over 300 images made by 70 local participants. Exhibition shown at Gallery 81435.



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Teaching

- 2020 NuVu: Innovation School | Design Fellow
- Design and implement curriculum for students to engage in speculative design practices with a focus in regenerative design and systems thinking. Students collaborate in thought experiments and identify multiple futures while prototyping in small groups and working together to build experimental and functional concept models.
- 2018 James Madison University | Visiting Faculty in Residence

Lead studio instructor in design principles, advanced metals as well as strategies for concept design and installation. Focus on abstract thinking within the constraints of design and user experience. Emphasis in critical discourse and making.

2018 RISD | Instructor of Note

Designed and taught 'Sustainable Futures,' an industrial design course emphasizing design research, user testing and prototyping for speculative designs. Students reconsider what sustainability means and how to design responsibly for the near future.

2017 RISD CO-WORKS LAB | Digital Research + Making

Carry out digital prototyping techniques with emphasis on 3D modeling. UV printer, CNC router, 3D printing, laser cutting, vacuum forming, industrial embroidery, industrial sewing, vinyl cut, Rhino + the Adobe Suite. Lead technician for virtual reality and industrial embroidery.

2017 RISD Nature Lab | Graduate Assistant

Provide technical support and design critique for aquaponic installations. A studio-based course taught in collaboration with resident marine biologist to explore ways of integrating nature and design within the everyday. Final designs were pitched to be installed in the campus student dining hall.

2016 RISD | Graduate Assistantship

Explore mycelium biomaterials in studio. Organized and led workshops for students to experiment with Ecovative materials. These workshops support student interest in nature and sustainability at the intersection of concept, the environment and product design.

- 2013 CITY Center for Collaborative Learning | Instructor
- Established interactive school garden and outdoor learning-space used by 250 public school students. Taught low-water urban farming practices and contemporary food issues. Created regular after school gardening program and student vegetable CSA. Implemented and designed school-wide student-run print publication with monthly distribution.
- 2009 Maine Organic Farming and Gardening Association | Apprentice + Farmer
- Tended to the crops from dawn to dusk. Traveled to farms statewide as part of a Maine initiative to promote innovation and sharing amongst farmers. Focused education covering the history of the organic movement, mechanical pest control, soil health, seed-saving, crop and livestock rotation, micro and macro farming techniques. Led farm-based courses providing youth access to traditional agriculture focusing on contemporary issues around food production.

Awards + Recognitions

2018 Rachel Carson Award

2018 Fred M. Roddy Memorial Scholarship 2016-18 Graduate Industrial Design Fellow

2008 Phi Beta Kappa; Academic Honors Fraternity