

EDUCATION

Cranbrook Academy of Art, Bloomfield Hills MI USA
MFA Candidate 3-D Design 2009

Rhode Island School of Design, Providence RI USA
BFA Furniture Design 2004

RISD European Honors Program, September 2002 to May 2003, Rome Italy

AWARDS & PUBLICATIONS

Desire: The Shape of Things to Come, c. 2008 Die Gestalten Verlag Publishers
Featured in *Desire*, a book documenting contemporary international designers who are 'challenging aesthetic boundaries and speculating new expressions in visual codes'.

2008-2009 Cranbrook Academy of Art Student Merit Scholarship, Florence Knoll Design Fund

2008 Industrial Design Society of America Gianninoto Graduate Scholarship

2008 Industrial Design Society of America Student Merit Award

EXPERIENCE

Dune Inc, New York NY (www.dune-ny.com)
Project Coordinator, January 2007 to July 2007

Dune, a leading American furniture manufacturer, collaborates with a range of international designers including Tom Dixon, Matali Crasset, Jeffrey Bernett, Nick Dine, & Claesson Koivisto & Rune. As Project Coordinator, main duties included acting as a liaison between design and manufacturing teams, communicating with outside vendors, and developing new products with the principal of the company.

Parallel Development Ltd., Brooklyn NY (www.parallddevelopment.net)
Industrial Designer / Fabricator, May 2005 to December 2006

Parallel Development provides design and engineering consultation to artists & architects. Major projects included the design and fabrication of two custom L.E.D. display systems: *Low Rez Hi Fi* by architect J. Meejin Yoon, an interactive wall that shows the digital silhouette of a passer-by, featured in *Design Life Now: National Design Triennial 2006* at the Cooper-Hewitt National Design Museum in New York, NY; & *San Jose Semaphore* by media artist Ben Rubin, a San Jose, CA permanent, public artwork of four rotating disks displaying an encoded message intended for the public to decipher. The project was installed at the top of Adobe Systems, Inc. main building, and made its debut at *Zero One Festival: International Symposium of Electronic Art 2006 (ISEA)*.

The Fabric Workshop and Museum, Philadelphia PA (www.fabricworkshop.org)
Silk-Screen Apprentice, September 2004 to December 2004

Assisted Project Coordinators on artist-in-residence projects, which included Kara Walker, Mary Heilmann, and Diller Scofidio + Renfro. Assisted in the installation and de-installation of various exhibitions.

Francis Cauffman Architects Ltd, Philadelphia PA (www.franciscauffman.com)
Office Assistant, Summer 2001 & 2002

Worked on basic drafting projects while also assisting Project Architects, Interior Designers, and Print Room Staff. Organized architectural drawings and the source book library.

SKILLS & KNOWLEDGE

Design Concept Generation
Mechanical Engineering & Design for Manufacturability
CNC Machine Operations: Vertical Milling Center, GCODE Programming Language
Metal Fabrication: TIG Welding of Aluminum, Bronze, & Steel; Hand-operated Metal Milling and Lathe Machines
Advanced Woodworking Techniques
Proficiency in Solidworks, CAMWorks, and AutoCAD programs
Working knowledge of Photoshop, InDesign, and DreamWeaver

Strong Understanding of the History of Art, Architecture, & Design
Languages: Proficiency in Italian