

Higher Education

Georgia Institute of Technology – BSID 2006

Skills

Woodworking & Lutherie

- 1999 - 2003 Extensive formal training by local noted craftsmen (including furniture design principles)
- 1999 - 2001 Focus on lathe-turned hollow forms and turned products (fountain pens, etc)
- 2001 - 2004 Focus on traditional acoustic instruments and finishing techniques (all self-taught)
- 2004 - 2005 Innovative acoustic instruments (including experiments with carbon fiber & CNC laser equipment)

Technology

- 1994 - 2002 Programming (Pascal, C, C++, Visual Basic, various scripting languages)
- 1996 - 2002 Electronic devices (building radio transmitters, amplifiers, antennas, etc.)
- 1999 - present Planning and physical integration of computer systems for specialized applications

Design Communication

- 1996 - present Typography and graphic design (analog and digital methods)
- 1999 - present Web design & site development (HTML 4, CSS, PHP5, WordPress, etc.)
- 2002 - present Model making in various media and high-end finishing methods
- 2003 - present Copywriting & business communication
- 2000 - 2003 Basic CAD (AutoCAD, FormZ, 3dSmax)
- 2003 - present Design sketching, marker rendering, and digital sketching
- 2003 - present High-end surface modeling (Alias, and Rhino are second nature, and I have taught them extensively)
- 2005 - present Photorealistic rendering (Maxwell, Mental Ray, V-Ray, Brazil, etc.)
- 2007 - present Parametric CAD (Pro/E Wildfire, Solidworks, Alibre Design Pro, SurfCAM, Alphacam)
- 2006 - present Professional photography and lighting for products, architecture, portraiture, and photojournalism (Canon and Nikon full-frame SLRs, many lenses, and extensive wireless lighting equipment)

Design Management

- 2007 - 2009 Acted as primary client contact, designer, and manager for dozens of concurrent projects, setting tight deadlines and tighter budgets for a large national top-tier brand, constituting a large percentage of Info Retail's annual revenue
- 2009 - present Entrepreneurial design and photography practice providing a full scope of design services

Experience

- 2010 - present Design Instructor, Georgia Tech Department of Biomedical Engineering
Responsible for teaching sophomore-level courses covering engineering design, design skills (SolidWorks, sketching, concept generation), and Design for Manufacturing principles. Also run a CNC mill to produce prototypes of complex medical devices for research and proof of concept.
- 2006 - present Independent Industrial Design and Commercial Photography venture
Design of multiple complex kid's toys, baby products, and specialty products for national brands, from a given initial concept direction to the point of final CAD for release to manufacture.
Brands: various Home Depot and Target vendors, Mongoose, Kid Trax, Boppy, Chicco, Whole Foods
- 2005 - 2010 Project Manager and Designer, Info Retail, inc.
Managed multi-million-dollar national account and several smaller accounts over the course of many fast-paced projects of widely varying scopes (simple fixture design to complete nationwide retail brand presentation system)

Work Experience (continued)

- 2003 - 2006 GT College of Architecture Prototype and Modelmaking Lab
Supervision and Instruction concerning safety and proper use of tools and welding equipment
- 2004 - 2006 Kanga Fitness, LLC
Styling, 3d renderings for marketing communications, and functional prototype development using vaccum-formed plastic, metal, and various rubber and wood-based materials
- 1996 - present Numerous Web sites for government agencies, non-profit organizations and charitable events, Personal enterprise promotion, etc.
- 2000 - 2001 Georgia Tech, Aerospace Engineering
Scientific computer test system design, physical integration, and installation
- 1997 - 2002 Civil Air Patrol
Squadron commander and search and rescue team leader, responsible for extensive training of new members and operation of a 100-member staff

thank you

