

Experience

Product Designer (Freelance)

Los Angeles, California [Feb 22' - Present]

Currently working on UX/UI design for web and mobile, visual design, and strategy for early stage startups cross-industry.

MKG | 3D Designer (Freelance)

Los Angeles, California [July 21' - Feb 22']

Design lead and support in concept development, budget tracking, prop sourcing, working with fabrication and print vendors, and overseeing project execution and activation installs for clients in experiential marketing.

Industrial Designer (Freelance)

Los Angeles, California [July 20' - July 21']

Focus on furniture, lighting, and consumer products.

Production Club | 3D Designer (Freelance)

Los Angeles, California [May 19' - May 20']

Provides team support in concept development, budgeting, working with vendors, and overall project execution, emphasizing retaining brand expression for clients in the technology, gaming, and music industry such as Amazon Web Services, YouTube Gaming, and the Ethereum Foundation.

NASA, Jet Propulsion Laboratory | Art Director (Contract)

Pasadena, California [Jan. 19' - May 19']

Provides support in helping scientists and engineers convey the complexities of their discoveries, experiments, and missions to understand the universe and further humanity through creative solutions using visuals in digital and print for marketing proposals to further fund research.

Philippe Malouin | Industrial Design Intern

London, United Kingdom [Sept. 18' - Dec. 18']

A three-month internship focused on designing various products from lighting and accessories to textiles for soft goods in partnership with companies such as Marsotto Edizioni, Resident, Ace Hotel, and Hay. Responsible for ideation, research, and concept development for various projects.

Centpourcent | Art Director (Freelance)

Los Angeles, California [May 18' - Sept. 18']

Responsible for designing the creative vision of various musical artists such as album artwork, branding elements, interactive and experimental websites, marketing imagery, and set direction.

Visibility | Industrial Design Intern

New York City, New York [Jan. 18' - Apr. 18']

A three-month internship focused on designing various products from furniture and lighting to lifestyle products in partnership with companies such as Roll & Hill, Sweetgreen, and Myro. Responsible for ideation, research, and concept development for various projects.

Education

Art Center College of Design

Pasadena California, *Graduated:* August 17'

Bachelor of Science: Environmental Design

Skills

Print & Digital

Adobe Creative Cloud, Figma.

3D Modeling

Rhino, Grasshopper, Vray, Houdini, Unity, Unreal Engine 5, Cinema 4D, Solidworks, KeyShot, SketchUp.

Prototyping

3D printing, CNC, Laser cutting, Woodworking, Sewing, Casting, Rapid Visualization, Arduino.

Research

Trend analysis, Ethnographic, Demographic, Psychographic.

Programming

HTML, CSS, Javascript, C++, C#.

Recognition

ICFF

Miami, Florida [Oct. 17']

Project Featured : Lift Furniture System

Sturt Haaga Gallery | Descanso Gardens

La Cañada Flintridge, California [Apr. 16']

Project Featured : Invisible L.A.

ATU International

Quito, Ecuador [Apr. 16']

Project in Production : Lift Furniture System