

## Professional Experience

### UI Engineer – Apple

November 2010 – Present

UI Engineering & Front-End Development for featured content on the iTunes Store.

Front-End Development for the worldwide music stores, iBookstore, Podcasts, and iTunes U.

### Freelance Product Design & Illustration

December 2002 – November 2010

**Select Clients:** Target, Bloomingdales, Macy's, Saks Fifth Avenue, Safeway, Bed Bath and Beyond, Costco, Wegmans, Stein Mart, Dillard's, Tommy Bahama

Surface design, new product research and development.

Illustration and graphic design (technical and creative), body shape design, packaging design.

Product and fashion photography, lighting, retouching, and workflow management.

Creation of spec packages and communication with factories in China and USA.

### Surface & Tabletop Product Design – Ambiance Collections

October 2003 – January 2009

Reported directly to the VP of Design

Created body shapes, surface designs, and spec sheets for hand-paint, etching, and detail application on ceramics, wood, resin, and metal products.

Communicated with factories in China and USA.

Attended trade shows in Atlanta (AIGM) and New York (NYIGF and Surtex).

Budgeted collections to meet the customer's price point.

Created visual design briefs and trend/mood boards for collections, including trending and thematic development.

Visual merchandising and conceptual development for showroom and trade show booths.

## Professional Skillset

Interaction & UI Design

Illustration

Photoshop/Illustrator/InDesign

Keynote

MS Office

HTML/CSS

AutoCAD

Rhino

Solidworks

Google SketchUp

Arduino

Processing

Quark

Flash

Lightroom

Project Management

Public Speaking

User Research & A/B Testing

Ethnographic Research

Usability Testing

Trend Forecasting

Rapid Ideation & Wireframing

Life Cycle Assessment

Photography (Digital & Analog)

Photo Retouching & Workflow

## Co-Op and Internship Experience

### Canadian National Research Council Institute for Fuel Cell Innovation

Research Assistant & Co-Op | May 2009 – April 2010 | Vancouver, BC

Lead industrial designer for a hydrogen-powered kiosk.

UI and Graphic Design for the kiosk's touch-screen interface.

Conducted ethnographic and user surveys for the re-design of the lobby.

Sourced local metal manufacturers and created design spec packages for production of the kiosk.

Developed and integrated LCA/life-cycle assessment.

### John Fluevog Shoes

Product Design Internship | January 2009 – April 2009 | Vancouver, BC

New product development of shoes and bags for the Fall 2009 and Spring 2010 collections.

Communicated directly with factories in Peru, Portugal, and China, and sourced leather from distributors in Italy.

Created product drawings and spec sheets for fabrication.

Conducted user testing and 'unfocus' groups for Spring 2010.

Created visual design briefs and trend/mood boards.

## Education

### Emily Carr University of Art + Design – Vancouver, BC Bachelor of Design (BDes) in Industrial Design

Recipient of the Emily Carr University Achievement Scholarship

## Speaking Engagements

In 2008, I was invited to speak at the Northern Voice conference in Vancouver, BC. My presentation "Apparatus for the Future" was a primer about design theory and practice.

In 2009, I conducted a design charrette at BarCamp Vancouver, bringing 40+ people together to design safer methods to cross the street at notoriously dangerous intersections in downtown Vancouver.