

About

I design experiences, I make art; sometimes the lines are blurry. I'm pragmatic and process oriented, but not dogmatic. My medium is computers, but I promise my favorite is working with humans.

Experience

frog design 2015 - Present

Design Technologist

- Lead technology efforts on wide range of projects -- prototyping, defining, and testing user experiences as a part of multi-disciplinary team
- Develop products and proof-of-concepts: web and mobile apps, connected devices, sensor-enabled spaces
- Clients include Verizon, BNY Mellon, TouchTunes Interactive Networks

Digi International 2015

R&D Engineering Intern

- Wrote Python API for communication between experimental radio modules
- Concepted and developed prototype applications for new radios

The Barbarian Group 2012 - 2014

Creative Technologist

- Prototyped several interactive advertising installations for Pepsi
- Developed desktop application prototype to launch Intel's RealSense™ 3D cameras on PCs and tablets globally

Skills

- These days I write a lot of JavaScript, HTML5, CSS3, Python, and unix
- Front-end, I've worked with jQuery, React, Angular, gulp, grunt, node
- Server-side, I've worked with Node, nginx, postgres, sqlalchemy, mysql
- I use git and vim more days than not
- Other fun stuff: Processing / p5, Max/MSP, Asterisk, Adobe products, words

Exhibitions

- DUMBO Arts Festival (2014)
- SIGGRAPH Art Gallery (2014)
- West Harlem Arts Fund - Under the Viaduct (2014)
- CURRENTS Sante Fe New Media Festival (2015)
- Future of Storytelling Conference Fellow (2014 - 2015)
- NY Transit Museum (2016)

Education

NEW YORK UNIVERSITY 2013 - 2015

Interactive Telecommunications Program (ITP) - Tisch School of the Arts

UNIVERSITY OF MICHIGAN 2008 - 2012

Stephen M. Ross School of Business (BBA)