



OBJECTIVE

- Pursue a career in a creative position, building both methods to innovate and set a new standard for impactful design. Continue to expand my skill set within a commercial setting, involving design, prototyping and engineering
- Immerse myself with like-minded individuals in a creative and design centric team environment. Use efficient and collaborative methods to accomplish team goals, challenges and tasks throughout the workplace
- Continue to develop my passion for thoughtful design and craft – with socially responsible solutions

QUALIFICATIONS

- Industrial Designer with experience in sketching, ideation, prototyping, 3D printing, engineering, and polish. Well versed in bringing concepts from the initial stages of research to a finished product
- Knowledgeable in Graphic Design with both physical presentation and UX, ranging from web design to print
- Lead Technician working with eBikes in both mechanical and electrical. Well-versed with insight and expertise in QC, mechanics, product presentation. Experienced with troubleshooting, critical thinking and repair
- Proficient in Rhino, Solidworks, Keyshot, Cinema4D, Figma, and Adobe Creative Suite software
- Worked directly with clients to understand, develop and manage project goals
- Experienced with working in a collaborative environment, as well as assuming leadership roles and the ability to tackle and complete tasks independently

CAREER EXPERIENCE

- Rad Power Bikes** *eBike Technician - Lead eBike Technician* 2022-2023
• Lead an unrivaled customer experience at the Berkeley Service Center, both in mechanics, improvement of service methods, and personal customer interaction 2023-present
• Help train new hires with expertise and understanding. Work with Product QC and development to identify issues, points of innovation, and possible mechanical faults in the Rad product line to deliver an efficient product and service experience
- Industrial Design Freelance** *Product Design, Architectural CAD, Graphic & Web Design* 2016-present
• Work with various clients from conceptualization, sketching, refinement, and prototyping, to the 3D space of CAD for both manufacturing and presentation, as well as graphics, web and print
- MADesign** *Retail Architecture, CAD, Modeling* 2015-2021
• Define and build both retail environments and fixtures in 3D space, exploring material choices and presentation renders of final projects
• Utilize and interpret both rough conceptual drawings, to more finalized plans and elevations
- California College of the Arts** *Model Shop Technician, Material and Advisory Staff* 2012-2016
• Oversee students to define tasks and projects, teach necessary skills and techniques to efficiently construct prototypes. Exercise a mastery over the tools available in the shop
• Provide expertise, sales and recommendations of on hand shop materials for modelmaking needs. Manage material stock and organization for both sale and checkout
- B+N Industries** *Retail and Architectural systems, Design Internship* 2015
• Evolve a retail and consumer product line for residential use, assist and work with 3D CAD modeling and rendering
• Work with coding and programming to sort and define past projects into a full archive

EDUCATION

- California College of the Arts** *Bachelor of the Arts, Industrial Design* 2016
• Honors Program