

b. 1989

2008—*Present*

Digital product design, visual direction, branding and identity development; interface, software, website, and graphic design with projects in publishing, media, technology, and the arts.

Past Projects

The Intercept, Obvious Corp, Elepath, Harvard University, Facebook, Microsoft/Skype

Tools

Sketch, HTML, CSS, Photoshop, Illustrator, InDesign, Final Cut, Ableton Live, Logic

References

Available upon request.

EXPERIENCE

The Solomon R. Guggenheim Museum
Designer, 2017—2018

Responsible for interactive design projects; worked with the Creative Director to produce visual direction and interface updates for Guggenheim.org, including a major refresh of the website audio player; worked with the Director of Graphic Design to lead a cross-department redesign of all global email communications; instituted a process to align participation across the Editorial, Communications, and Curatorial departments with a set of clear design principles and with the intended purpose of evolving the institution's digital publishing framework; designed and implemented Guggenheim editorial content for publishing to the Apple News platform; developed designs and concepts for exhibition advertising and marketing collateral; collaborated with the larger design team on early explorations for exhibitions and museum design projects.

Common
Designer, 2016

Developed transition strategies for visual identity, website, and communications evolutions; fielded input from the Executive Team, Product, Marketing, Community, and Construction teams.

Keezy
Product Designer, 2014—2015

Designed interface updates and products to support Keezy's digital musical instruments and accompanying recording and sharing tools; iterated and co-developed Keezy.co, a purposeful social network founded on sharing and conversation around works in progress; designed and developed website directions and marketing pages.

Tapestry / Betaworks
Creative Director, 2013

Led design and creative direction for two major versions of the iOS app, Android app, and website; developed a brand identity, trademark, and visual direction for email communications and marketing/social media collateral, app store graphics, press photography, and printed collateral including letterhead, business cards, and t-shirts.

Tumblr
Product Designer, 2013

Produced visual and interface design for Tumblr.com and the Tumblr iOS app; designed Tumblr's global email communications; designed the visual identity and website for Tumblr's in-house journalism publication, *Storyboard*.

Happy Cog / Airbag Industries
Designer and Developer, 2009—2011

Designed and developed websites for a range of clients including: Mozilla, Change.org, Stanford University, Sewanee Writers' Conference, and Michigan State University.