



## Statement

INTP.

I've been fortunate to work closely with executives and engineers to find creative solutions to difficult problems since 2009. I focus on designing products that form habits for users and strongly believe that deep collaboration and communication help teams achieve it. I try to focus my efforts to be 50/50 Projects and People. Projects, meaning hands on design experimenting and prototyping to express the concept. People, meaning mentorship, management.



## Achievements

I've grown teams from 3 to 40+ without everyone hating me. I've shipped nearly 30 apps on iOS and Android (2 on Windows). 8 of which were ranked in the top 3 paid and grossing, 3 were connected devices, 1 had a touch-less interface. 3 projects that I was the sole designer on collectively, sold 8.4M in presales and raised 90M+ collectively. I am the co-inventor of two interaction patents at JP Morgan Chase. In 2017 I was ranked in the top 5% of bay area designers by Angel.co. TEDx speaker. Last but not least I've built an amazing network of talented friends I get to call co-workers.



## Current Focus:

I take deep interest in AR/VR HMI, robotics, mobile interface for connected devices.



## Tools:

CC6 Essentials, Unity, Fusion 360. Digital prototypes I like to use Quartz animations with high level story board mode in Xcode or Android Studio. For management I'm fairly open to tools but could run the United States of America with Trello and Dropbox.



## Hobbies:

Architecture. Making things. Astronomical studies. Hacking electronics. Building furniture. Landscape painting. Illustrating. Hiking.



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### **Facebook b8** 2018 - Present

Product Design UX Lead  
+ AR/XR/VR  
+ Rapid Prototyping  
+ Product Design

### **iAwake** 2018 - 2019

Behavioral Robotics Lead  
+ HMI  
+ Rapid Prototyping  
+ behavioral robotics

### **Cor** 2017 - 2018

Executive Design Director  
+ Hands design leadership  
+ Lead UX strategy  
+ Lead go to market strategy  
+ Managed 7  
+ Learned tons about health habits

### **Wee Ship** 2013 - 2016

Executive Design Director  
+ Shipped 6 times in 3 years  
+ Lead Design and development  
+ Learned too much about the pressures of running a tight ship.

### **Navdy**

#### **Wee Ship Client** 2013 - 5 months

AR / HMI lead, sole designer  
+ Designed the UX architecture for touchless interface  
+ Learned tons about projected interface  
+ Sold 7.M in presale and raised 57M

### **Wonder Labs**

#### **Wee Ship Client** 2013 - 4 months

HMI lead, sole designer  
+ Designed a system used for children 5yr+ understand the fundamentals of coding  
+ Went on to sell 1.4M in presales and raised 15.6 million  
+ Managed 3

### **Runway Labs**

#### **Wee Ship Client** 2015 - Present

Design Advisor and Mentor  
+ Hands on mentorship 90+ companies  
+ Thought Leadership in design  
+ I've gained a wide range of insight to different business sectors, VR, AR security, automation, ed tech and more

### **ThinAir**

#### **Wee Ship Client** 2015 - 2016

Product Design, UX Lead, sole designer  
+ Shipped UX and visuals on iOS/OSX Android and Windows  
+ Lead design thinking  
+ Managed 3  
+ Learned tons about low level Obj C

### **Solv Design**

#### **Wee Ship Client** 2014 - 2015

Digital Product Designer  
+ Creative strategy  
+ Got to work with 2 of the most talented designers in the bay  
+ Clients like Nike, Nokia, Sales Force and Prezi among others

### **JPM** 2011 - 2013

VP of User Experience  
+ Lead design strategy for Chase Mobile 2.0  
+ Made awesome stuff with insane limitations  
+ Co-invented 2 IXD patents  
+ Helped to hire 30+ people and grow them professionally.

### **Tapulous/ Disney** 2008 - 2011

Interactive Art Director  
+ Senior roll in concept development  
+ Shipped 6 times in 2 years  
+ Helped design a top grossing games  
+ Learned tons