

PROFILE /

Senior/lead web, mobile, & print designer, art director, product designer, & full-stack developer with 15+ years architecting, designing, & producing successful brand and interactive user experiences from the ground-up.

Endlessly curious. Flexible and adaptable. Unpretentious and humble. Detail-oriented. Systems thinker. Lifelong learner. Natural builder with a DIY ethos.

EDUCATION /

CORNELL UNIVERSITY (Ithaca, NY, 2004–2009)
Bachelor of Architecture (H. Honors, '04-'09)
w/ concentration in Electroacoustic Music.

SELECTED SKILLS /

- HTML, CSS, JavaScript, TypeScript, a11y
- Node.js, Python, PHP, bash/zsh, Unix
- React, Redux, Next.js, Svelte(Kit), RxJS
- React Native, Expo, ElectronJS, Xcode
- GraphQL, Apollo, REST, Webhooks
- Firebase, MongoDB, MySQL, PostgreSQL
- Redis, Elasticsearch, Logstash, Kibana
- Kafka, MQTT, Websockets, WebRTC
- AWS (S3, Lambda, EC2, SES, SNS)
- GCP (Cloud Functions, PubSub, Firestore)
- Docker, k8s, Serverless, CloudFormation
- ArcGIS, QGIS, Mapbox, Google S2, D3.js
- Stripe, StreamChat, Google Apps Script
- Git, Github, Jira, CI/CD, Agile, Vite
- Adobe CC, Sketch, Figma, Storybook
- Sentry, Segment.io, Cronitor, AdMob
- Blender, 3dsmax, Rhino, form-Z, AutoCAD
- Video, Music, & Print Prod., Font Design
- Laser cutting, 3D printing, CNC, Carpentry

EXPERTISE /

- Distilling complex and/or embryonic ideas into highly-refined user experiences
- High-craft, original UI/UX & print design
- Product development & systems design
- Full-stack web & mobile app development
- Data visualization & geospatial analysis
- Environ. design, architecture & fabrication

INTERESTS /

- Geology & earth sciences
- Linguistics & learning languages
- Science communication & open access
- History, Late Antiquity–Early Middle Ages
- Collecting & selecting vinyl records

PERSONAL PROJECTS /

THE LIVING STONE [2018–present]

This book, a work-in-progress, explores the diverse interactions between geology and culture throughout human history, from art and architecture, to agriculture and religion.

ESOVDB [2018–present]

The Earth Science Online Video Database is a free, curated collection of over 12,000 high-quality, online earth science videos and lectures, with a forthcoming “Netflix”-style interactive viewing experience.

HERMETICA [2013–2018]

A collection of 750+ esoteric, cultural, and historical symbols crafted as a resource for designers and enthusiasts, available in vector, raster, font, and webfont formats, and in multiple weights. Funded over 1000% and featured on Kickstarter.

SELECTED EXPERIENCE /

STEALTH MOBILE APP STARTUP / CO-FOUNDER + CTO (New York, NY/remote, 2023–present)
Co-founded, designed, and led development of a pair of mobile apps belonging to the dating space, soon available in the App Store and Google Play Store. My responsibilities also included systems design, devops, starting a business, and managing a remote team of developers.

DOUBLE GEMINI / LEAD DESIGNER + DEVELOPER [New York, NY/remote, 2019–2023]

At DG—a leader in paradigm-shifting productivity training for individuals, teams, and organizations—I spearheaded the design and development of a wide-ranging suite of groundbreaking productivity software, from first principles, as part of a new effort to transform the company from a focus in consultancy and training, to leading the market in productivity tech. I was also responsible for the design and development of several marketing and e-commerce websites, presentations, training materials—even an add-on for Gmail written in Google Apps Script.

GRO INTELLIGENCE / LEAD INTERACTION DESIGNER [New York, NY/remote 2014–2019]

As the first hire for Gro’s New York office, I led the design and development of a highly-interactive web app allowing users to analyze millions of agricultural and environmental indicators with beautiful, clear, easy-to-create visualizations, including classics such as line/bar/scatter plots and treemaps, as well as geospatial- and agriculture-specific visualizations like balance sheets and crop calendars—all starting with nothing but a disorganized spreadsheet. Together with a talented team, we achieved success, and Gro now employs hundreds of employees across three continents, with *Forbes* forecasting it would reach “unicorn status” by 2022. I also produced all marketing websites, print collateral, environmental graphics, and infographics, led product design, and managed a team of front-end developers.

ANCIENT WISDOM PRODUCTIONS / LEAD DESIGNER [Ithaca, NY/remote, 2009–2012]

Designed and built dozens of websites and mobile apps, visual identities for brands, print collateral, and environmental graphics, mostly for non-profits, local small businesses, and organizations affiliated with my alma mater, Cornell University.

SELF-EMPLOYED / DESIGNER + DEVELOPER [Ithaca, NY/New York, NY/remote, 2004–present]

Created websites, apps, identities, print collateral, packaging, product displays, environmental graphics, & more, for dozens of clients worldwide.

OTHER RELEVANT EXPERIENCE

Designer/Front-end Developer at SAAVHA (Suffern, NY/remote, 2018); Designer at Yellowsmith (New York, NY, 2013, acquired by Etsy); Designer/Front-end Developer at Pushpin Local (New York, NY/remote, 2013); Designer at Surfdash (remote, 2011–2012); Intern Architect at nArchitects (Brooklyn, NY, 2008); Intern Architect at Moed de Armas & Shannon (New York, NY, 2007); Designer at Aue Design Studio (Cleveland, OH, 2005).



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