

| Education

Art Center College of Design, Pasadena California
Product Design - Bachelor of Science, 2011

| History & Experience

Product Design Intern - Stuart Karten Design
January 2009 - April 2009

Assist in research for design drivers, competitor analysis and conceptual design for consumer electronics and household products. Create presentation boards and layout designs used by other designers to present to the client. Sketch conceptual design based on design drivers, create 2D Photoshop renderings, finalize and create CMF (color, material and finish) rendering in Solidworks for clients.

Trend Research | Student Assistant - Colors, Materials, Trends Lab (CMTEL)
May 2008 - December 2008

Research new materials and color trends for a hydration pack with a focus on sustainability. Weekly presentation to the trends director about material analysis. Create swatch library for ease of analysis based on 3D renderings of color, material and finish for presentation boards used by students.

Graphic Designer - Magnet Interactive
November 2003 - August 2004

Create graphic layout of website content, banners, logos and merchandise photoshoots. Incorporate interactive elements and e-commerce initiatives, perform technical coding, review and testing.

Web Designer - Primelight E-commerce, Inc.
October 1999 - November 2003

Recognize client internet site needs and redesign for their new visual concept to develop an e-commerce site with an integrated database. Web sites are updated weekly depending on incoming fashion industry reports.

| Computer and Technology Skills

Adobe Photoshop
Adobe Illustrator
Microsoft Powerpoint
Java/JavaScript
Bunkspeed Hypershot
Adobe Acrobat

Solidworks 3D Modeling
Maxon Cinema 4D
Adobe After Effects
Adobe InDesign
35mm & digital SLR photography
Rapid prototyping / CNC