

Current Work

Westcott & Schaff Picture Framing

Picture Framer / Fall 2022 - Present

Designs, fabricates, and installs premium custom picture framing.



Work History

O-I Glass; Industrial Design Co-Op

Industrial Design Co-Op / Spring 2022

Designed glass-packaging solutions for the world's leading glass company, Owens-Illinois. Work included user & market research, sketch ideation, 3D modeling (CAD), label design, and rendering. Designed stock products as well as proprietary solutions for industry clients, including Campbell Soup company, GT's Kombucha, Nounós Creamery, and Boomerang Premium Water. **Rewarded 3 design patents.**



Alternative Co-Op (Covid-19)

Summer 2021

Completed several design explorations, including upskilling in Blender 3D, a concept-design project leveraging Blender, and professional certification in Adobe Photoshop.

Thyssenkrupp BILSTEIN; Design Co-Op

Design Co-Op / Spring 2020 - Fall 2020

Designed and created product renderings in KeyShot; designed labels and laser etchings for physical products; developed UX concepts and website prototypes in Adobe XD; storyboarded and animated short promotional videos; designed new branding concepts; and participated in cross-disciplinary company meetings.



Education

University of Cincinnati, DAAP

Class of 2023

Bachelor of Science in Industrial Design

University Honors Program and Cincinnatus Scholar

Dean's List

GPA: 4.0



Volunteer Work

DAAPcares

Member / Spring 2021

A student-run organization at UC focused on design solutions for environmental, economic, and cultural equity. Worked with The Children's Home in Cincinnati to develop digital design solutions addressing mental health awareness.

Current Projects

Ask me what I'm working on!

I designed and fabricated an **art toy**; and am beginning to design a **video game** premise inspired by the 2D Metroidvanias of recent years.

Skills

Design Disciplines:

Physical Product Design

Experiential Design

Character Design

Toy Design

UX/UI Design

Digital Skills:

Adobe Creative Suite (Photoshop*, Illustrator, InDesign, After Effects, XD) *Certified Professional



Blender 3D (modeling, sculpting, rendering)

Unity Game Engine

KeyShot

Autodesk Fusion 360

SolidWorks

Sketchbook Pro

Microsoft Office 365 (Word, Excel, PowerPoint, Outlook)

User Research

Analogue Skills:

Sketching & Drafting

Rendering

Prototyping & Model Making

3D printing (FDM, SLA, & SLS) & Resin Casting

Laser Cutting

Woodworking (joinery, saws, lathes, drills, drill press, jointer, planer, domino cutter, etc.)

Painting & Illustration

Project Management

Design Thinking

My Interests

Currently learning the Unity game engine and the **C# programming language**.

My favorite musician is Susumu Hirasawa.

My favorite film is *The Fellowship of the Ring*.