

EXPERIENCE

- 2011-Present VW Audi Electronics Research Lab**
Belmont, CA
Design Engineer
Interaction Designer on Multimedia Apps team. Responsible for developing novel, front-end interface concepts, visual assets, use cases, and input methods. Project Manager for multiple Connected Vehicle projects. Involvement from ideation, user testing, and prototyping. Delivering functional prototypes on target hardware, including concept cars.
- 2011-Present Stanford University** *Palo Alto, CA*
Lecturer
Teaching ME110: Design Sketching. Perspective drawing and marker rendering technique for industrial design. Offered all three quarters.
- 2013-Present Human Diagnosis Project** *SF, CA*
Designer
Branding and front-end design for medical information architecture startup.
www.humandx.org. Interaction design. Assisting with gameplay, and strategy.
- 2010 Tesla Motors** *Palo Alto, CA*
Battery Design Engineer Intern
Refined harness routing in battery pack for Model S. Helped design outer battery casing for mass production and characterize adhesives.
- 2004 IDEO Chicago** *Evanston, IL*
Mechanical Engineer Intern
Rapid prototyping for testing and validation. Developed assemblies from sketches to CAD to assembled machined parts. User testing and characterization for medical injection device.
- 2005-2007 Northrop Grumman** *Rolling Meadows, IL*
Mechanical Engineer
Designed production packaging for RF missile jamming avionics for F-15, F-16, F-18, B-52. Designs met demanding thermal and vibration requirements.

EDUCATION

- 2009-2011 Stanford University**
Stanford, CA
M.S.E., Product Design
Stanford Program in Design
GPA 3.88
- 2008-2009 Art Center College of Design**
Pasadena, CA
B.S. Candidate
Transportation Design
- 2001-2005 Northwestern University**
Evanston, IL
B.S. Mechanical Engineering, with Honors
Magna Cum Laude

PROFESSIONAL OBJECTIVE

Born and raised in Albuquerque, New Mexico, I started my career enjoying the analytical rigor of Aerospace. Seeking a more emotional connection to my craft, I pursued Automotive Styling. This opened my eyes to the importance of empathy, and design's interplay of technology and psychology, which I have been exploring ever since.

I seek a position that draws upon all these skills, tackling tough problems in Interaction and Experience Design.

KNOWLEDGE

Front-End

Proficient in Adobe Photoshop, InDesign, Illustrator, Dreamweaver. Keynote. Basic Knowledge of After Effects, Flash Builder.

Programming Languages

Basic knowledge of Matlab, Visual Basic, HTML, CSS, and Javascript. Prototyping with Arduino electro-mechanical devices, Processing.

Design Thinking

Experience and coursework in ethnography and needfinding user research. Rapid prototyping, quick iteration. Visualization, and user testing. Storytelling by storyboarding, short films.

Visualizing

Rendering for industrial design, marker and Photoshop with Wacom tablet. Formally trained in car styling.

CAD and FEA

Proficiency in ProEngineer and SolidWorks. Familiar with ANSYS.

Making

Extensive machine shop experience. Proficiency in GD&T and creating engineering drawings.

Languages

Basic Spanish, five years education.

HONORS

Speedform sculpture featured in Art Center Student Gallery, 2008.

Tau Beta Pi, Northwestern University.

Two patents pending for Volkswagen AG.

Interactive concept shown in Italdesign Brivido Concept, 2012 Geneva Auto Show.