

I'm a full-stack developer/designer/manager who works across disciplines to ship digital and physical products. I've helped create high-profile products that have generated billions of dollars, and niche products whose rewards were discovering and solving customers' pain points. I will lead user research, ideation, definition and development in a small team.

Development expertise: Python, Tornado, nginx, PostgreSQL, Objective C, vanilla JavaScript, React, CSS, HTML, Backbone, Bootstrap, LESS, SQL, Apache, AWS, Java, PHP, C.

Design expertise: Adobe suite, Affinity Designer, sketching, paper prototypes, designing in code, design research, print and packaging production, SolidWorks.

Supermechanical

Product Manager/Developer/Principal, 2011-

Designed, managed and launched connected products, co-wrote a highly scalable web application for the first consumer Internet of Things product in JavaScript, Backbone, Python, Tornado, postgresSQL, nginx and AWS, did mechanical engineering and prototyping, led a team of six to ship several products. Also wrote product code in embedded C and Objective C.

Consulting product definition and development for Samsung, Alen, iCache, startups, others. Our products have been in the Wall Street Journal, Better Homes & Gardens, InStyle, Wired, etc.

Massachusetts Institute of Technology, Media Lab

Master of Science, Media Arts and Sciences

Graduate student and research assistant in the Information Ecology research group (primary investigator: Henry Holtzman). Focused on condensing large amounts of data into intuitive interfaces, and human-computer interfaces for connected objects. Built digital and physical prototypes with Python, Objective C, Atmel C, Java, Processing, Quartz Composer, etc. Work featured by New York Times, CNN, NPR, Ars Electronica, others.

Internship at IDEO, where I did research/ideation and built working electronic prototypes for clients.

Illinois Institute of Technology, Institute of Design

Master of Design, Product Design

One year completed. Got to practice design thinking and research, but was too far away from building things.

U-Haul

Webmaster, lead digital designer, 1997-2004

Responsible for uhaul.com—design, code and operation, then led the design team and guided online experience internally across all departments. Established U-Haul's online design language. Design architect for online reservations and other ecommerce efforts. Built several new products from scratch, including the eMove marketplace, which is Uber for independent movers before Uber was a thing, and a portal for U-Haul's national dealer network. Used Java, WebObjects, PHP, .NET, C#, ASP, Oracle, MS SQL Server, HTML, CSS, JavaScript, Apache, Unix. Made and saved billions for the company.

Arizona State University, School of Design

Bachelor of Science, Industrial Design

Emphasis on human factors and ethnographic research.