

EDUCATION BFA in Art, Industrial Design Concentration,
University of Wisconsin-Stout, Menomonie WI; 2003

DESIGN SKILLS

- Workflow and user interaction analysis
- Product Line Planning and Design Strategy
- Intellectual Property research and contribution
- Storyboarding and technical visualization
- Video and Audio Editing
- Basic Interaction Concepts
- Technical Surfacing
- Soft goods design
- Rapid concept sketching
- Familiar with manufacturing and assembly methods, firsthand production experience

SOFTWARE

- Rhino3D 2-5
- vRay for Rhino
- Adobe Photoshop 5.5 - CS4
- Adobe Illustrator 8 - CS4
- Adobe After Effects CS3, CS4
- SolidWorks 2004 - 2010
- Adobe InDesign CS2 - CS4
- Macromedia/Adobe Dreamweaver 4 - 8, CS3
- Blender 3D
- Alias Sketchbook Pro 1,2

EXPERIENCE 2007-Present
Industrial Designer
Vice Technical at 3M Corporation, St Paul MN

- Provided advanced design skills that contributed to high priority product development, commercialization and science research programs for 3M
- Promoted Corporate Research and advanced product development technologies that directly benefit 3M Divisions and increase shareholder value.
- Acted as lead industrial designer on projects for other internal divisions, emphasizing user interaction efficacy, workflow analysis, system design requirements, material and manufacturing practices, product line continuity, market opportunity, aesthetic sustainability, product lifecycle issues, and end-user concerns.
- Coordinated design efforts between internal development teams and external vendors while supporting technical efforts through brainstorming facilitation, concept application exploration, performance testing, ergonomics analysis, contribution to ROI documentation, VOC content creation and validation, and technical visualization for business reviews, learning sessions and other internal presentations.
- Developed and implemented both formal and informal educational opportunities to promote Design Best Practices, CAD Modeling Methods, Basic Manufacturing and Assembly Practices, and Visual Rendering Techniques within 3M

2006-Present
Industrial Designer, Sole Proprietor
Freelance/Self-Employed, Minneapolis, MN

- Established new client relationships.
- Drafted quotes for project requirements, costs, and timelines.
- Provided direction for new product lines and brand language.
- Conducted user research and trend analysis.
- Produced photoreal 3d renderings for marketing collateral.
- Created explanatory animations for new products.
- Developed and managed data transfer websites for large file exchange.

2004-2006
Jr. Industrial Designer - New Ventures.
Leisure Design Inc., Chanhassen MN;

- Developed new product concepts.
- Presented concept explanation via boards, rough models, 3D sketches or animation.
- Managed internal and external projects.
- Promoted new client services by developing case studies and posting work on high-traffic websites.
- Designed and executed soft goods samples.
- Worked with individual clients from estimate to billing.
- Provided tech support for entire company, including limited networking and sysadmin.
- Exposed colleagues to new processes by arranging tours of manufacturing facilities.

INVOLVEMENT

- IDSA Midwest Conference 2009 - Student Portfolio Reviewer
- MS Society - Volunteer, Team Captain for MS Bike Events
- Chair - Outreach Committee at Colonial Church of Edina (2008-09)
- Tutor - Art/Design instruction to high school students
- UW Stout Design Professional Development - Guest speaker
- MN Science Olympiad - Volunteer for State-level Activities