

Experience

- Dexai Robotics
Product Designer/Design Eng.
Boston MA
Jan 2021 - Present

 - Served as Dexai's sole graphic designer and resident artist for all Web, UI and Print needs
 - Led Design Engineer of sanitary robot garment system from concept to production
 - » Garment flexibly encapsulates the robot while maintaining full range of motion, ingress protecting internals, and remaining easily cleanable by end user
 - » Design novel support system to protect and route cable and structurally support garment, while still enabling smooth robot movements
 - Led Design Engineer of aesthetic base covers
 - » Design for manufacture following injection mold design best principles
 - » Design for reliability, with significant prototype iteration, and on-robot testing for wear during operation
 - » Remove all assembly dependencies enabling easy repair in the field
 - » Hands-on prototype, rework, and rapid iteration on all assemblies
 - Led manufacturing effort for utensil holders and utensils
 - » Worked with overseas vendors to establish turn key utensil fabrication supply chains
 - » Prototyped production of complex, high stress, 3D structure using lost-wax casting, plastic 3D printing, and metal 3D printing
 - Maintained and operate Dexai's 3D Prototyping shop
- IGUS Bearings
Technical Graphic Designer
East Providence, RI
September 2019 - April 2020

 - Produced Graphic Advertisements for the North American Marketing Dept
 - Elevated overall quality of visual language through infographics, illustrations and print graphics
- Brown University
Independent Digital
Design Contractor
Providence, RI
April 2018 - August 2019

 - Produced 3D animations from physics based research for Brown University's School of Engineering
 - Worked to provide digital and printed visual aids to raise awareness about MTbi
- Acopia Harvest
Innovation Consultant
Central Falls, RI
April 2017 - April 2018

 - Optimized and redesigned existing prototypes, hydroponic food productions, and disaster relief structure products within South America.
 - Produced 3D model renderings and working plans to improve client-manufacturer communication.
- Ralph Lauren
Intern
New York, NY
June - August 2016

 - Assisted and improved the planning, design and fabrication of seasonal window and instore displays through innovative design concepts and layouts for Madison Avenue locations.
 - » Additionally worked on independent projects aligned with the company's interest in expanding to periphery markets.

Education

Rhode Island School of Design
Bachelor of Fine Arts in Industrial Design
Class of 2017

Skills

SolidWorks
Rhinoceros 3D
Grasshopper
Blender
User Experience Research
Design Strategy
Advanced Manufacturing Techniques
Sketch Rendering
Modelmaking/ Prototyping
Adobe Creative Suite

Achievements

Red-Dot Award 2020 - Kitchen Concept Design
Thomas Lamb Award - I.D. Dept @ R.I.S.D.
Young Arts Merit Award Winner
Eagle Scout