

Experience 2012 - present	Zbode – Responsive Lifestyle Solutions Chief Systems Designer Design, development, and integration of responsive and transformable furniture solutions for high-density cities globally <ul style="list-style-type: none">• Research and Development of proprietary home automation systems• Manages design, prototyping, and supplier integration for new infill products• Coordinates directly with developer clientele for custom transformable interactive solutions• Oversees product lifecycle from design to installation	Los Angeles, CA Cambridge, MA
2010 - 2012	Hiriko Driving Mobility Design & Engineering Coordinator Realization of the MIT CityCar concept into a commercial vehicle developed for Mobility-on-Demand services <ul style="list-style-type: none">• Managed engineers at Epsilon and ETUD to facilitate the development of Hiriko's first functional prototype• Coordinated efforts between automotive suppliers and advanced their responsibilities to core module developers• Directed collaboration between MIT researchers, former GM consultant, and Hiriko management• Lead design and integration of various vehicle modules and components	Vitoria-Gasteiz, Spain
Education 2005 - 2012	MIT Media Laboratory Doctor of Philosophy in Media Arts & Science Principle designer of the Smart Cities group's current <i>CityCar</i> and sustainable mobility projects incorporating parametric modeling, shape grammars, dynamic ergonomic design, and rapid prototyping. Research also includes the exploration of modular energy systems, driver interfaces, and modular robotic wheels. Development of half-scale <i>CityCar</i> prototype. <i>Modular Hardware</i> – exploring new markets for open and adaptive technologies. Light Electric Vehicle design and collaboration with Industrial Technology Research Institute - Taiwan <i>Smart-Fit</i> - Integrating digital technologies into wellness and fitness applications. Media Laboratory Research Assistant – <i>CityCar</i> : Led design & development team of “City Car” – a creative urban shared automotive platform, designed to maximize efficiencies of energy, materials, and space. Facilitated design of vehicle architecture with multidisciplinary team composed of experts from automotive industry, academia, and architecture. Graduate Resident Tutor <i>New House, MIT</i> – provide supportive and secure environment for undergraduate housing community.	Cambridge, MA
2003 -2005	MIT Media Laboratory Master of Science degree in Media Arts & Science Collaborative design of concept car with General Motors and Frank O. Gehry & Associates architectural firm. <ul style="list-style-type: none">• Designed and constructed concept car exhibition. Concept car featured in Popular Science, Intersection (UK), Boston Globe, New York Times, Financial Times, and Herald Tribune.• Modeled “macro pick-and-place” machine through rapid prototyping and snap-fit construction allowing precision assembly without fasteners or sensors.	Cambridge, MA
1999 - 2003	Massachusetts Institute of Technology Bachelor of Science in Mechanical Engineering, concentration in Architecture <ul style="list-style-type: none">• Systems Integrator of Product Engineering design group creating community-scale water purification system for developing countries using local resources and materials for on-site construction.• Finalist in Mech Eng Robotics Design Competition (2.007, Design & Manufacturing), Autonomous Robot Competition.• Second place in Robocon, International robotics competition. Designed and built robot on multinational team that competed with students worldwide (Brazil, England, France, Germany, Japan, Korea).	Cambridge, MA
Prior Work 2002 - 2003	MIT Architectural Design Research Parametric Prototyping - Designed and prototyped structural joints for parametric truss structure using Catia and SolidWorks. Fabricating Grammars - Fabricated parametrically controlled systems & researched various methods for complex curvature structures.	Cambridge, MA
Summer 2001	Schlumberger (Oil Services) Parts Development / On Site Testing - Assisted in CAD & site testing of “Alternative Path” system for sand control	Rosharon, TX
Summer 2000 Summer 1999	Procter & Gamble Account Manager - Developed marketing tools for regional account managers, allowing for easier sale tactics	Cincinnati, OH Philadelphia, PA
Skills	CAD – Catia (surface & parametric design), Pro Engineer, SolidWorks, AutoCAD, Rhinoceros, Mastercam (Mill, Lathe, & Design). Shop – Prototyping and testing, Rapid prototyping. Mill, Lathe, Water-jet, and standard tool operation. Design for Manufacturing Design –Visual media design and production: Photorealistic renderings and video development. Autodesk 3D Studio Max, Adobe Photoshop, Illustrator, and Premiere. Visual Arts (various media). Microsoft Office (Word, Excel, PowerPoint).	

