

My background in architecture & industrial design has allowed me to create interactive exhibitions & digital experiences, lead diverse teams through projects, and integrate compelling content into immersive environments. I have deep knowledge of visual brand identity in both 2D and 3D executions and I thrive when given the opportunity to collaborate in an inclusive team-oriented atmosphere.

## EXPERIENCE

### **Senior Designer** 2Hemispheres

Oregon City, OR – 8 years

I collaborated with several global brands to create custom retail fixtures, store environments, pop-up shops, merchandising directives, graphic installations, and marketing material. I designed a 15,000 ft<sup>2</sup> tiered retail fixture kit that continues to tour the country with the PGA. The redesigned system increased sales by 30%.

*Partial client list: Nike, adidas, Columbia Sportswear, Hydro Flask, Asics, Ping, TaylorMade, Puma, PGA Tour, Honma, Wacom, Oakley, Nautilus, At Home*

### **Senior Exhibit Designer** Renate

Portland, OR – 2 years

I created the design of Mobius Science Center, a 12,000 ft<sup>2</sup> space in Washington state that housed 65 hands-on exhibits and immersive environments. Our team completed the project from concept to installation in 18 months.

*Other projects: Portland Mercy Corps Action Center / Spokane Water Resource Center / Levis Strauss & Co. – The Vault / Oregon Historical Society - WWII*

### **Exhibit Designer** Oregon Museum of Science & Industry

Portland, OR – 5 years

I designed hands-on components, environmental graphics, and activities for permanent and traveling exhibits. Our team was awarded a \$3M NSF grant to create a STEM-focused exhibit with outreach programming. I actively participated in all aspects of the development process – conceptual exhibit design, prototype and visitor evaluation, content generation, shop drawings, logo development, marketing kit, fabrication, installation, and remediation.

### **Freelance Designer**

10+ years

I have contributed to several creative groups to design logos, produce user interfaces, generate exhibit drawings, and draft technical illustrations.

*Projects include: Canadian Museum for Human Rights, Tulsa Childrens Museum, Trek Bicycles, Sweetwater Marsh Wildlife Refuge, Science On Tap Oregon, Brain Spa Northwest, Discovery Center of Idaho*

### **Architectural Designer** Fuller Associates

Boston, MA – 3 years

I completed architectural drawing sets for tenant improvement commercial properties, residential and municipal projects. I coordinated tasks with clients, construction stakeholders, planning boards, subcontractors, and building owners. I was also responsible for specifying finishes, furniture, and equipment.

## SKILLS

- Photoshop
- SketchUp Pro
- Illustrator
- AutoCAD
- InDesign
- Vectorworks
- Lead multi-disciplinary teams
- Visually communicate design solutions
- Create environmental and fixture renderings
- Evaluate prototype fixtures
- Produce fabrication drawings
- Manage external fabricators and vendors
- Supervise installation teams

## EDUCATION

Master of Fine Arts 2005  
School of Industrial Design  
Academy of Art University

Bachelor of Architecture 1999  
Cum Laude  
Wentworth Institute of Technology

## AWARDS & RECOGNITION

Applied Arts Design Award 2015  
SEGD Merit Award 2013  
Woodwork Magazine 2004

## CHARACTER

- Inclusive
- Creative
- Resourceful
- Friendly
- Considerate
- Supportive
- Versatile
- Thoughtful