

Multi-disciplinary designer with extensive experience in 2D and 3D design. Skilled in crafting bespoke elements, understanding spatial dynamics, and creating engaging user experiences. Proven track record in managing complex projects and collaborating with cross-disciplinary teams to deliver innovative and impactful environments.

RELEVANT EXPERIENCE

Event Designer

Birch Event Design
New York, NY
2024 - Present (5 mos)

- Support a high-performing, award-winning design team in delivering immersive, memorable event experiences.
- Conceptualized and executed diverse events, including weddings, pop-ups, and galas, addressing unique design challenges and delivering impactful experiences within budgets ranging from \$10K to \$1.5M.
- Built and maintained strategic vendor partnerships, sourcing or designing custom, high-quality design elements that aligned with client brands and ensured smooth project execution.
- Led client collaboration throughout the design process, meeting objectives and managing expectations, improving overall client satisfaction.
- Conducted site inspections and traveled to client locations in order to proactively design within site constraints.
- Developed and presented detailed proposals, using sketches and renderings, to help clients visualize concepts and increase approval rates.

Senior Designer & Studio Manager

Jason Miller Studio
New York, NY
2022 - 2024 (2.5 yrs)

- Collaborated directly with the CEO to conceptualize and execute diverse furniture, lighting, and spatial design projects.
- Developed and maintained strategic vendor partnerships, ensuring high-quality fabrication and efficient product launches.
- Created and implemented streamlined project management systems, eliminating redundancies and improving turnaround rates.
- Designed and produced detailed 3D models, renderings, and technical drawings, ensuring accuracy and quality, leading to the successful launch of 6 new collections.
- Presented design concepts to partners and internal teams, enhancing communication and meeting design objectives.
- Drove client growth through targeted marketing strategies, increasing new client acquisition and boosting online engagement through strategic outreach and brand positioning.
- Managed the full project lifecycle of a website redesign, showcasing over 20 years of design work and improving user engagement.

Industrial Designer

Core Home
Brooklyn, NY
2021 - 2022 (8 mos)

- Developed innovative designs for clients across the home goods industry, delivering functional and aesthetic solutions that enhanced brand presence.
- Created complex CAD models and photo-realistic renderings for multiple brands, ensuring visual accuracy and product feasibility.
- Designed visual merchandising solutions and products for brands like Target, Home Goods, Burlington, and Cracker Barrel, improving brand consistency and customer engagement.
- Collaborated with cross-functional teams (marketing, sales, and design) to ensure cohesive brand messaging and consistent design standards, resulting in improved internal communication and project execution.
- Managed multiple overlapping projects for high-profile brands, consistently meeting deadlines and adhering to client specifications.

Experiential Exhibit Designer

Children's Museum
Denver, CO
2019 - 2021 (3 yrs)

- Developed interactive exhibit experiences, including 2D and 3D design elements, enhancing visitor engagement and learning.
- Conducted user experience research to inform design decisions, ensuring exhibits met both educational goals and stakeholder needs.
- Managed on-site execution of exhibits, ensuring design quality and a smooth installation process.
- Utilized Rhino and Sketchup to produce detailed technical drawings and models.
- Fostered cross-departmental collaboration, working with internal teams to integrate educational content and enhance the visitor experience.

Designer

Bill Bancroft Design
Essex, MA
2016 - 2018 (2 yrs)

- Created custom furniture pieces for clients, from concept through fabrication, ensuring unique and functional designs that met client needs.
- Worked directly with clients to make creative decisions, providing design solutions and ensuring satisfaction with the final product.
- Collaborated on fabrication and installation of various projects, ensuring timely completion and high-quality results.
- Gained proficiency with woodworking tools, machinery, and construction methodologies, enhancing the precision and craftsmanship.
- Worked with architect Megan Panzano on the fabrication and installation of High Seas, a plastic play structure for a preschool playground.
- Collaborated with BOS-UA on the fabrication and installation of large wooden structures for Health Yoga Life (HYL) studio design.

[View Project Here.](#)
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EDUCATION Wentworth Institute of Technology

Class of 2018
Boston, MA
GPA 3.5
Bachelors of Science in Industrial Design
Minor in Entrepreneurial Business Management
Awards: Dean's Honors List, Cum Laude

Parsons: Continuing & Professional Education

August 2024
New York, NY
Sustainable Building Materials Certificate
• Learned about healthier building product choices and sustainable design strategies, integrating materials, sustainability, and public health.
• Acquired skills in evaluating building materials for environmental and human health impacts.

SKILLS Digital

- CAD Software: Rhino, Solidworks, Blender, AutoCAD, SketchUp
- Rendering Software: Keyshot, Blender, Solidworks Visualize
- Adobe Photoshop, Illustrator, InDesign
- Presentation Tools: Figma, Keynote, Google Slides

Analog

- Illustration and Hand-sketching
- Design Thinking, User Experience Design and Research
- Fabrication/Rapid Prototyping: Woodworking, CNC Machining, 3D Printing, Plastics, Metal Shop