

Recent Projects

ONLINE
NEWS VIDEO
CONSUMPTION

IIT INSTITUTE OF DESIGN

Helping a news agency understand viewers' goals and habits

Secondary research into persuasive design. Hosting a diary study and in-home interviews to observe viewer mental models. Concepts based on viewer attitude, online navigation and display format.

DESIGN
METHODS
& SERIOUS
GAMING

Creating a tool to aid culturally-aware design (ongoing)

Exercises based on principles of serious gaming to foster experimentation, engagement in research, and closer connections with the user.

PROTOTYPES
& 3D PRINTING

Using a Makerbot to validate design concepts (ongoing)

Exploring the boundaries of this technology to test objects and exercises for improving empathy through storytelling and roleplay.

Work Experience

DESIGNER

NOBLE TOY
COMPANY
Chicago, IL
2012-Present

Concepts for toys that encourage self-expression and creativity

Wooden toys for young children. Illustrations suited for wood engraving and ink stamping. Working within constraints of materials and feasible manufacturing processes.

INSTITUTE OF
DESIGN
Chicago, IL
2012

Reaching out to elderly drivers about their experiences

Assisting faculty in learning about aging and ailing drivers. Secondary research, interviews, and ride-alongs to help a client understand goals and needs of elderly drivers.

DENTAL LAB TECHNICIAN

SMILE-VISION
INC.
Newton, MA
2008-11

Model making to identify needs for dental work

Trying to improve oral health and aesthetics based on dentist and patient input. Hand sculpting and use of CNC milling machinery. Collaboration with technicians at other stages of production.

SCULPTURE ASSISTANT

ARTIST
DANIELLE KRCDAR
Wellesley, MA
2007-08

Casting 31 sculptures featuring Biblical scenery

Collaboration with the artist to cast relief sculpture. Daily teamwork with up to four technicians for moldmaking and concrete casting.

ART EDUCATOR

FIREHOUSE
ART CENTER
Norman, OK
2010

Practicing art techniques with kids aged 7-13

Drawing, painting, and sculpting instruction to show how a person's pose can suggest action and emotion.

> Objective

I'm looking for a summer internship in design research.

I'm curious about people. As a designer, how can I understand them better? What can I write, make, and build to express that understanding—for the sake of discussion and then for design?

Study

Master of Design candidate 2014

IIT INSTITUTE OF DESIGN
Focus on product design,
interaction design, research.

Bachelor of Fine Arts in Sculpture 2007

BOSTON UNIVERSITY
COLLEGE OF FINE ARTS
Various 2D and 3D media for
use in thesis work involving
mythological creatures.

Skills

product design / interaction design

design research and planning

drawing / painting / photography

sculpting / woodworking

Adobe Suite / CAD rendering