Work History	2024	Founder, Flower Computer Company
	2022 – Ongoing	Co-founder, Structure Group
	2019 – Ongoing	Principal Designer, Tlon
	2019 – 2020	UX Designer, Airbnb (Samara)
	2018 – 2019	Adjunct Faculty, Parsons School of Design
	2017 – Ongoing	Co-founder, Mornings
	2015 – 2018	Senior Product Designer, Tumblr
	2013 – 2015	UX Designer, IBM

Writing, Speaking	2024	Recent Works, Ellipsis Lecture Series
	2020	Infrastructural, Urbit Foundation
	2018	Being a Body, METRO Library Council
	2018	On Building Knowledge Networks, The Creative Independent
	2016	One Thousand Aesthetics Blooming, Are.na

Education	2009 – 2013	BSD Industrial Design, Arizona State University

Capabilities, Toolkits

I've worked at companies large and small, taken on projects of all scales, designed physical and digital products, managed people, and built teams. I maintain a high degree of agency in my work and can wear a lot of hats.

I'm a professional operator of a variety of digital product design software, including but not limited to:
Figma, Sketch, Origami, Framer, Lottie, Adobe products, XCode, and many others.

I know a variety of programming languages at a proficiency to hack around technical systems:
Rust, SwiftUI, JavaScript, Python, Lua.

As an industrial designer, I've used software such as:
Rhinoceros3D, Solidworks, Blender, KeyShot and others.

Over the years, I've grown accustomed to learning complex software and processes on the fly and can pick up just about anything if needed.

Now that LLMs and generative AI are commoditized, I'm able to augment my baseline know-how significantly, especially when it comes to programming.