

Recent Work: **Freelance Interactive Prototyping Consultant**Anatomically Correct [New York, NY | 06/2008 – Present]

- Designed, prototyped, and documented new commercial exercise equipment package which integrates a small form factor computer and touchscreen with a Concept2 rowing machine.
- Designed and fabricated custom presentation suitcase with a shock-mounted 22-inch LCD monitor for sales demonstrations.

Architronics [New York, NY | 11/2008 – 03/2009]

- Designed and fabricated working prototypes of new talking book product concept for sales pitch to Barnes & Noble.

Studio5050 [Brooklyn, NY | 10/2008]

- Fabricated thirteen tiny circuit boards (between thirty and forty surface mount parts each) for wearable electronics gallery show in Japan.

Resident Sound DesignerDeBaun Auditorium [Hoboken, NJ | 09/2007 – 03/2009]

- Designed sound reinforcement systems and effects for theatrical shows (*Urinetown*, *A Christmas Carol* 2008 & 2009, *The Secret Garden*, *The Who's Tommy*).
- Upgraded theater's sound effects capabilities from compact disc playback to computer-based 7.1 surround-sound playback

Ongoing:**Interactive Performance Controller: rope&pulley**Modular physical control system for digital media

- Creating drawing-based digital media performance using the system.
- Artist in Residence at Digital Performance Institute. [New York, NY | 04/2009 – 06/2009]

Past Work:**Product Specification Manager and Senior Software Engineer**Crestron Electronics, Inc. [Rockleigh, NJ | 07/2001 – 08/2007]

- Collaborated with interdepartmental team to develop specification for new residential market product.
- Recognized as whole-system thinker during development of new CAT-5 A/V distribution system, which led to promotion to Product Specification Manager for new audio product line.
- Designed and programmed reusable software modules for SystemBuilder automation programming environment.
- Transformed complex product functionality into set of software components and templates for programming tool targeted at entry-level installers.
- Facilitated communication between hardware and software engineering departments, fostering development of system solutions rather than standalone products.

Manager and Sound TechnicianDeBaun Auditorium [Hoboken, NJ | 09 1999 – 08/2001]

- Created and directed sound and light show showcasing creative and technical skills of staff.
- Trained peers in use of sound reinforcement equipment.
- Mixed front-of-house sound, monitors, and engineered live 2-track digital recordings of rock, folk, and classical concerts.
- Honored in 2004 as “Founding Member” of DeBaun Auditorium for leadership exhibited during first five years of theater’s operation.

Education:**Master of Professional Studies - Interactive Telecommunications**

Tisch School of the Arts, New York University [New York, NY | 05/2008 | 4.0 GPA]

B.E., Computer Engineering, Minor in Music

Stevens Institute of Technology [Hoboken, NJ | 05/2001 | 3.453 GPA]

Distinctions:

- Best Senior Design Project, 2001 – “codeBLUE: A Wireless Interactive Dance Club System”
- Paper: “CodeBLUE: A Bluetooth Interactive Dance Club System,” *GLOBECOM 2003 - IEEE Global Telecommunications Conference*, vol. 22, no. 1, Dec 2003, pp. 2814-2818

Special Skills:

- Bringing knowledge and tools from a variety of disciplines to discover problems and build solutions.
- Extensive documentation of work in electronic formats.
- Automation programming for computer-based media control systems in Max/MSP/Jitter.
- Automation programming for Crestron-based control systems in SIMPL Windows/SIMPL+, SystemBuilder, and VTPro-e.
- Electronic prototyping, including printed circuit board design and micro controller development.
- Software prototyping in C/C++, HTML, Java, Processing, scripting languages.
- Physical product prototyping in wood, plastics, and metal using Alibre Design, Visio, and Sketchup.
- Use of Open Source tools where appropriate.

Hobbies:

Piano, guitar, recording, cooking