



# INTERACTION DESIGNER & TECHNICAL ARTIST

## EXPERIENCE

2025 - CURRENT

### AMAZON

#### Contract Product Designer, Prime Video

Design consultant for Amazon Prime Video's living room apps (tvOS, Fire TV, etc.), mobile apps, and macOS app.

- Delivered animations, motion guidelines, and motion specs for new features and redesigns: multiview streaming, quick clips, immersive title detail page, augmented content, trivia, and more.
- Provided concepts for a redesign of the app's global navigation.
- Delivered designs for a Prime Video iOS widget.
- Built design assets for a customer engagement experiment.
- Provided design guidance for adaptation of Prime Video for Amazon's new media device operating system, Vega.
- Currently building a tvOS prototype for exploration of alternative navigation frameworks and Apple's Liquid Glass UI.
- Experimenting with gen AI tools to support design workflows.

2024 - CURRENT

### INTERACTION ARTS & ENGINEERING

#### Principal

Interaction Arts & Engineering is a solo design practice I started for working with clients who are developing emerging tech products, exploring new trends in interaction design, and producing immersive media experiences. A few projects I've completed so far are:

- Animation and 3D production for STMicroelectronics' 2025 Consumer Electronics Show exhibition.
- VFX production for gaming studio's VR title.
- An internal visionOS spatial computing prototype.

2022 - 2024

### INTUIT

#### Principal Product Designer, XR

The design leader for the Technology Futures group's spatial computing experiments and app development. Delivered research, concepts, design, prototypes, user testing, and experiment studies for spatial computing and gen AI projects including:

- A VR co-presence tax preparation app for Meta Quest devices (Unity, Oculus SDKs for voice and VR interactions, Normcore for multi-player).
- A mixed-reality cash flow analysis app (Unity, Oculus SDKs for voice and VR interactions, custom gen AI package for financial analysis).
- Gen AI tools and services development for financial analysis.
- An Apple Vision Pro evaluation project for the executive leadership team.

2022

### OMNICOM EXPERIENTIAL GROUP: GMR MARKETING

#### Immersive Art Director, Experience Technology

Conceptualized, developed, and executed a variety of immersive experiences: VR, AR, stadium-sized LED video displays, interactive digital installations, and games. Worked on client accounts for Humana, Nissan, Xfinity, and IBM.

2021

### PARAMOUNT: PLUTO TV

#### Senior Product Designer - Emerging Experiences

Lead product designer for content discovery features and cross-platform integration for TV & gaming console devices. Designer and prototype developer for proof of concept work for VR adaptations of Pluto TV.

## SUMMARY

A design leader focused on emerging tech, innovation, and tech art with the aim of creating products that improve humanity's relationship with digital technology.

I research, strategize, conceptualize, design, prototype, and lead teams on journeys through the creative product development process.

So far, I've designed and shipped products in AI, streaming TV, spatial computing, fintech, blockchain, IoT, digital medicine, and gaming.

## PRIMARY TOOLS AND LANGUAGES

Adobe CC: After Effects, Premiere, Illustrator, Photoshop

Figma, Webflow, Rive, Spline, Bezi

Unity, Unreal, Blender, Xcode, Houdini

C#, SwiftUI, Python, HTML And CSS

## AWARDS AND RECOGNITION

Oculus Launch Pad 2020 Fellow:  
One of 100 professionals selected to the program that is designed to support emerging leaders in VR.

FWA "Mobile Site of the Day" for Target's HOLIDAY ODYSSEY.

FWA "Site of the Day" for Fox's GOTHAM.

Oppenheim, Target, and Parenting Magazine awards for Mattel's "Barbie Photo Fashion" toy.

## EDUCATION

TECHNICAL ARTIST  
ELVTR

XR DEVELOPMENT WITH UNITY  
Circuit Stream

USER EXPERIENCE DESIGN  
General Assembly

MASTERS OF BUSINESS ADMINISTRATION  
Babson College



## INTERACTION DESIGNER & TECHNICAL ARTIST

### EXPERIENCE (CONTINUED)

2013 - 2021

#### FREELANCE PRODUCT DESIGNER

CLIENT: [AMAZON - ALEXA](#)

Developed and tested "northstar" product concepts for delivering Alexa's VUI features to a range of IoT and wearable devices. Designed and shipped the first implementation of Alexa VUI for Fossil's smart watches.

CLIENT: [WONDA VR](#)

Developed a new product concept and set of features for co-presence and immersive presentation in VR. CLIENT: [MERLYN MIND](#)

Delivered research and design projects for the Voice AI EdTech startup to support a beta pilot release.

CLIENT: [CONSENSYS](#)

Delivered multiple product research and design projects for ConsenSys' cryptocurrency exchange venture, Liquidity.

CLIENT: [BCG DIGITAL VENTURES](#)

Joined the BCG DV team for a product innovation sprint where I designed product concepts (autonomous retail, contact-less payment, blockchain payment management, and big-data-driven retail) for Hyundai Card.

CLIENT: [BCG DIGITAL VENTURES](#)

Lead designer for an idea validation sprint where I helped test, validate, and refine new product/service concepts for a new investment round into Autogravity, a portfolio company with Digital Ventures, Daimler, and Volkswagen as lead investors.

AGENCY: [HOOK](#)

Lead designer for a Google Cloud microsite and game experience to accompany an experiential for the 2019 Google Next conference.

CLIENT: [AKILI INTERACTIVE](#)

Visual and UX design for a mobile app and companion web app designed to help parents and teachers manage ADHD treatment plans.

CLIENT: [ATHLETIGEN](#)

Led creative development and design of mobile and web apps that provide elite athletes and their coaches with sports performance genetic analysis and tools for managing recovery cycles and training regimens.

CLIENT: [AEG ENTERTAINMENT](#)

Worked with various AEG brands—AXS, Goldenvoice, and Flashseats—to redesign mobile ticketing apps and develop new features for NBA teams.

AGENCY: [GREEN STONE](#)

Experience design lead for Target, Xbox, and GEICO web apps. Experience design lead for Verizon and Memery mobile apps.

AGENCY: [ICONMOBILE](#)

Lead experience designer (UX, visual, and motion design) for Ford's beacon-enabled dealership shopping apps and on-site shopping tools. Lead experience designer for P&G's (Clairol, Vidal Sassoon) augmented reality hair coloring mobile app.

AGENCY: [IGNITION CREATIVE](#)

Researched, planned, and designed responsive web apps and games for The SyFy Network, Paramount Pictures, AMC, and Fox Broadcast.