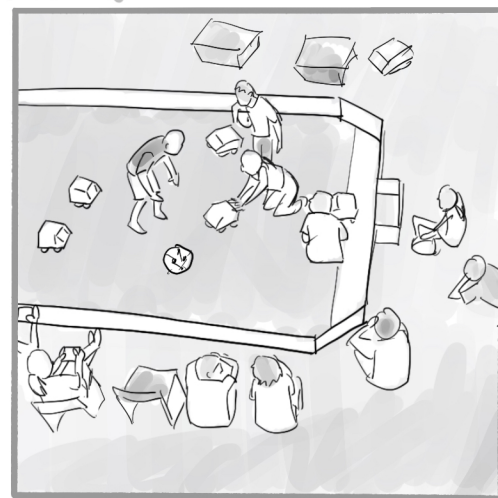




I've enjoyed creating, Visualizing, and making my whole life. In third grade I won an invention contest for my 'Snove Glove' where I'd blow air into straw glued into my gloves.



At MIT, I studied mechanical engineering but craved the creative side, building my own product design major combining ME, art, and business courses. I could have really used the Snove Glove during those winters.



The summer before senior year, I led "Discover Mechanical Engineering." I wanted to demystify and promote the major for incoming freshmen through building and competing soccer bots.



For my senior thesis I researched student design teams and drew a graphic novel depicting the unpredictable reality. It showed that the design process was about people as much as it was about mechanisms.



Always intrigued by how things actually got made, I worked at Ford, Apple, and Motorola in my twenties. I learned various CAD programs, set up manufacturing in Asia, performed drop tests and dealt with suppliers.



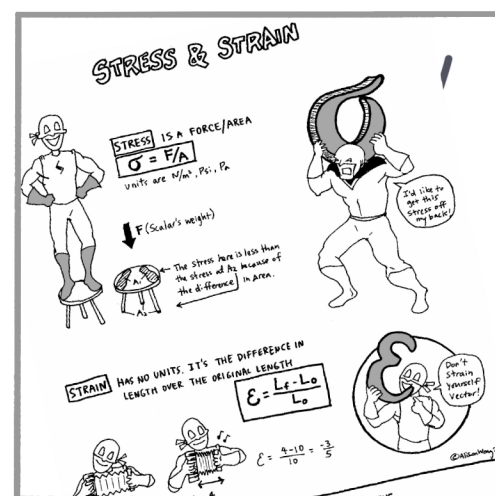
Spending so much time on the implementation phase of product development made me realize that I didn't just want to know "how" to make things- I wanted a say in the "what" and the "why."



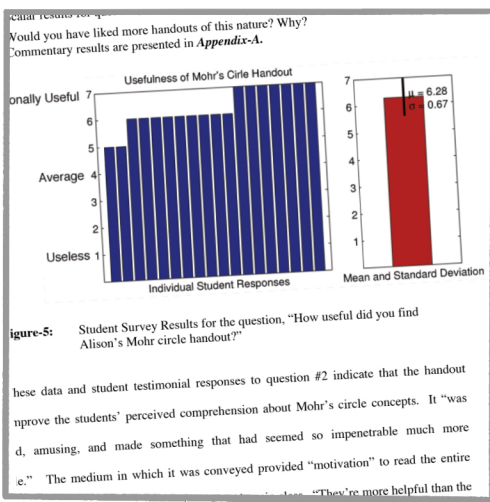
I then joined Stanford's joint master's program in Product Design, focusing on front-end, human-centered design. I embraced the shift from manufacturing optimization to empathetic need-finding.



I TA-ed ME80 (Mechanics of Materials) with Beth Pruitt one quarter. The concepts were obtuse, and I noticed students struggling at the optional problem solving sessions. I met with the head TA Surya separately to really grasp the concepts myself first.



Then I started drawing weekly comic study sheets to explain mechanics principles. My Vector and Scalar superhero team turned abstract concepts into approachable visuals. With puns!



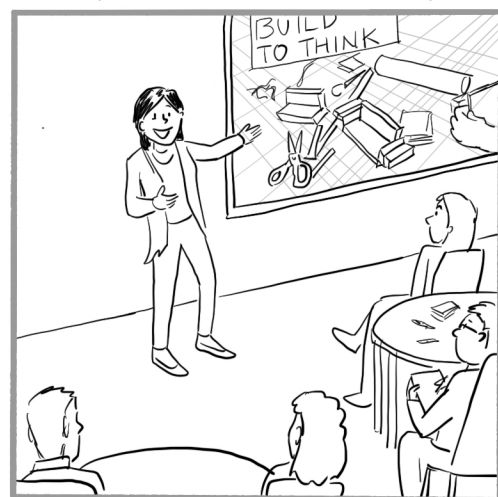
Students rated the handouts highly and prof. Larry Leifer and I submitted an NSF grant exploring comics in STEM education. It wasn't funded, but I hoped I'd find my way back to education someday.



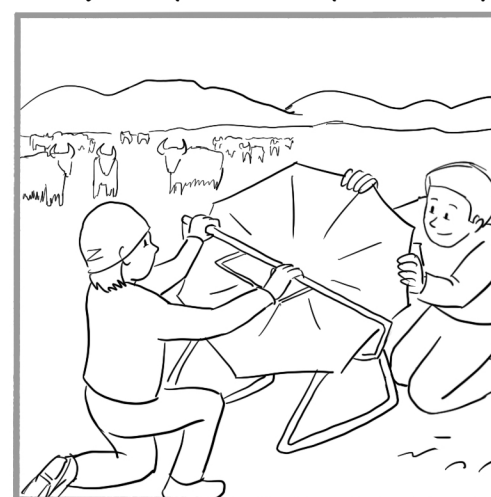
After Stanford, I joined IDEO as a designer and human factors researcher. The work took me around the world, uncovering human needs in everything from chocolate and mosquito repellent to airport security.



I prototyped, storyboarded, and led research and projects. I had such a blast. I gained confidence that the design process could be applied to every vertical and in various aspects of life.



While working at IDEO, I co-taught ME115 one year with Brendan Boyle. I also led client workshops and taught design thinking to organizations. Once, we had to swap out all the Sharpies because the client was allergic!



I eventually stepped out to launch my own consultancy, Integral Design. I could choose my clients, from non-profit solar cookers to high tech farming and startups. I focused mainly on research and strategy.



However, I still wanted to create physical products and created my own line of functional travel tools. I launched two successful Kickstarters, and one made Regis and Kelly's best tech gifts! I will never tire of creating tangible products.



I still led innovation workshops, but also created a curriculum just for visualization communication, building on my illustration experience.



Alongside building my company, I wanted to give back and work with students again. It started out with a guest talk at Palo Alto high school's career week. I did it a couple years and noticed the increasing interest.



Those sessions inspired me to create DCAMP, a design thinking camp I ran at Paly for two summers. I built the weeklong program from scratch—curriculum, mentors, field trips, waivers. I even learned how to charter a bus!



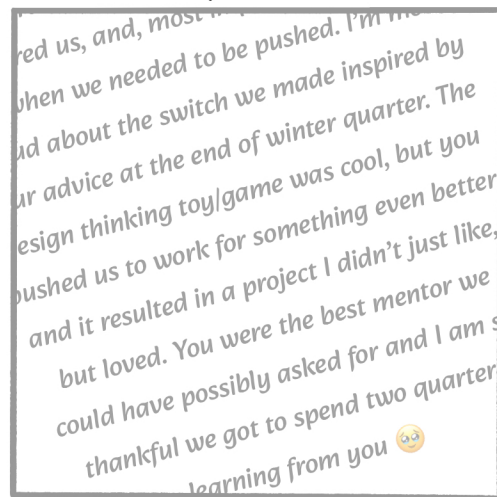
After DCAMP, I joined Nueva high school in San Mateo, where I taught for two years. I developed the freshmen design curriculum, and integrated hands-on machine shop fabrication skills.



I taught Entrepreneurship as well, and continue to help out with the Invention Club today. I loved teaching high school- but I did draw the line at chaperoning dances!



In 2018 I started coaching MEZ16. I still remember my first team-David, Alex and Andre. They created a portable enlarger for developing photos at home.



I remember every team I've coached and still keep in touch with some of my students. Some were excited to be a reference for this application. (Max, Lauren, Alejandro)



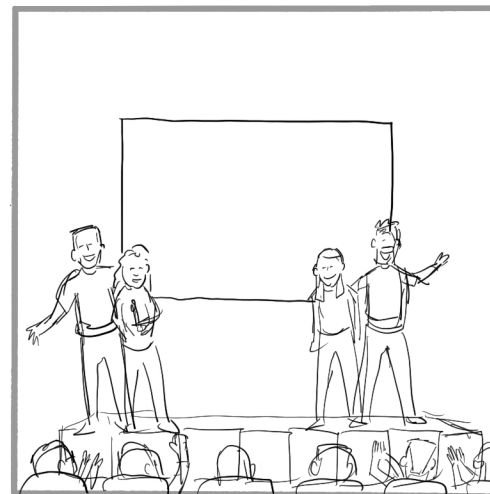
These days, I create and manufacture products on a smaller scale. (I mean, someone has to design and make the elementary school mascot costume!) I also take on consulting projects and pursue illustration work.



I submit comics to The New Yorker- some of which even get accepted! I love the challenge of communicating an idea with one illustration, concise copy, and humor. I'd love to teach a pop-up class on that too.



At this point in my career, I've realized I'm looking for more than just interesting work. I want to be part of a creative community, and to work with students. To inspire them and to be inspired myself.



I want to be surrounded by people who are curious, generous, and excited about making things, and making things better. That's what I've always loved about the d.school.



I want to bring back everything I've learned, as a designer, maker, teacher, and storyteller, and contribute to the community. I would love to teach Visual Thinking, but would be open to teaching any of the core design classes, wherever is most needed.