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Product Management & Design  
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As a Product Manager, I approach product development as a dialog. Conducting research, analyzing what is cutting edge, and asking the right questions are important elements that contribute to a projects success. I believe Product Team's can do their best work when they take calculated risks, remain agile and get creative. Through driving strategic workshops, meetings and critiques: manager's can influence the direction of a product and help bring the team together.

As a Designer I believe systems should be transparent, honest and unobtrusive. Automation should be a partner to the user's goals and not a dumb replacement for them. I push myself to consider what it is that I am making and how it may impact those who have to interact with it. By considering the feedback of stakeholders and helping curate the design process, I believe Designer's can quickly expand-on or develop new products that achieve these goals.

PRODUCT MANAGEMENT @PLETHORA

2016-Present

PRODUCT DESIGN @PLETHORA

2013-Present

- Product Strategy & Roadmap Planning.
- User Experience Research & Development.
- Agile Project Planning & Management.
- KPI Planning: Defining, Tracking and Analysis.
- Business Process Design, Implementation and Training.
- Manufacturing Process Development & Implementation.
- Frontend UI/UX Design for web, mobile, and Windows/Mac applications.
- Frontend Development: HTML, CSS, JS, Angular.js, NODE.js, and React.js
- Organizational Growth & Development.
- Product/Engineering Departmental Hiring.
- Internship Project Planning, Hiring and Management.
- Company Training Material:
  - Introduction to 3-Axis CNC, using a shopbot and Haas VF2.
  - Introduction & Advanced CAD/CAM, using Solidworks, AutoDesk Inventor and HSM Works.

#### Early Stage Plethora:

This is where I went from knowing what machining was and have dabbled in it- to teaching myself how to CAM parts and operator a Vertical Milling Center. Splitting my time between building our systems, building our shop, and testing parts sent to us by beta-customers. In 7 months our small team cobbled together a functional automatic system and wowed our investors. **These effort's lead us to close a \$15M Series A round.**

#### Customer Add-In [[www.plethora.com/download](http://www.plethora.com/download)]:

The primary entry point for our customers, a tool that analyzes geometry for manufacturability and automatically quotes time & cost. I have lead projects that improve our ability to determine; "what can be machined", how to cost a part, and how to measure complexity. I am also entirely responsible for the visual design and ux. I worked closely with another Product Manager to Spec/Design this experience into a Web UI that includes an industry first web based manufacturability feedback loop for machining. **The introduction of the Web UI increased our Auto-Quote percentage by 25%, putting all parts auto-quoted at 70%.**

#### Factory Automation:

As a product manager, I am primarily responsible for an advanced internal software tool that is aimed at reducing the time to program CNC machines. Myself and a Senior Engineer have lead a skunkwerks team to build a system from the ground up that is **now producing machined parts automatically**. I am also responsible for leading our manufacturing technology product lines. Projects that improve efficiency on the factory floor, such as; Resource planning & management, tablet UI's, and machine mechatronic's. **Through these various technological advantages I have helped lower our median CAM time by 30 minutes.**

PRODUCT CONSULTANT @SKUNKWERKS

2007-Present

- **BrewBOT** [Automated Coffee Shop] - Product Strategy & Product Design.
- **CloudFab** [Manufacturing as a Service] - Branding, User Experience and Product Design.
- **Resumator** [Hiring Management Service] - Illustration & Visual Design.
- **Resunate** [CV Management Service] - User Experience & Visual Design.
- **RoommateFit** [Roommate Finding] - Branding, User Experience, and Visual Design.
- **Insurance Zebra** [Insurance Leads] - Branding, Illustration, User Experience, and Visual Design.
- **Merrier** [Online Shopping Extension] - User Experience and Product Design.
- **Rijjuven** [Medical Hardware Company] - Branding, User Experience, and Product & Hardware Design.
- **Commonwealth Press** [Local Business] - Web Development & Visual Design.
- **DeeperSpaces** [Property Management] - Branding, Web Development, and Visual Design.
- **VideoForge** [Content Creation Service] - Branding & Visual Design.
- **Vire** [College Recruiting] - Branding, User Experience, and Product Design.

SENIOR DESIGNER @MIND OVER MEDIA

2012-2013

- Frontend UI/UX Design for Web & Mobile.
- Frontend Development: HTML, CSS, Javascript and PHP.
- Brand Development: Strategy, Planning, Interviews, Research and User Testing.
- Video Production: Story-boarding, Producing, and Editing.
- **Product Design & Management: Vire: College Recruiting App with Hardware Device.**

**[TEACHING]** ADJUNCT INSTRUCTOR @PITTSBURGH FILMMAKERS

2010-2013

- Syllabus Design & Educational Material Prep.
- Area of Study: Visual Design for Web & Mobile. HTML, CSS, Javascript, PHP and MYSQL.
- Classroom Management: Attendance, Assignments and Grading.
- **Mentoring students on the business of technology.**

**[ENTREPRENEUR]** CO-FOUNDER @LEFTRIGHT STUDIOS

2009-2010

**An AlphaLab Alumni Company.**

- Business Strategy, Funding Raising and Investor Pitching.
- Marketing Strategy, Design and Implementation.
- Frontend UI/UX Design for iOS.
- Frontend Development: HTML & CSS.
- Game Design: Mechanic's, Animation, Illustration, and Level Design.

**[VOLUNTEER]** CROHN'S & COLITIS FOUNDATION OF AMERICA

2011 & 2012

**Art's Alive!**

- Event Organization: Strategy, Planning and Venue/Talent Acquisition.
- Marketing Support: Web Site & Advertisement Visual Design.

SOFTWARE

- CAD/CAM: Solidworks, Siemens NX, AutoDesk Inventor, AutoDesk HSMWorks, Rhinoceros.
- Adobe CC: Illustrator, InDesign, Photoshop, Premier, After Effects.
- Google Drive/Microsoft Office: Word Processing, Spreadsheet Development, Presentation Design.

FUN STUFF

I fully restored an old Volkswagen Bus and have driven it cross country, East to West and back. I have a permanently installed sculpture in Pittsburgh, PA that is 15 feet tall and 2500lb. A hand carved piece of wood that took 1 year to complete with a fellow artist.