GRADUATE STUDENT

University of Utah | 2005 - 2012

- Master of Architecture | 2009 - 2012
  - Roger Bailey Traveling Fellow | 2012
    - Studied perception and representation during the transitional period prior to the 2016 Olympics using simple architectural constructs such as perspective, isometric and sectional drawings.
  - Full merit-based tuition scholarship | 2009 - 2012
  - DesignBuildBluff | 2009-2010
    - Co-directed a team of 23 students
- Master of Business Administration | 2010 - 2012
  - Disability Law Center Communications Volunteer
  - Hired to develop a lecture on "The impact of culture on design outcomes in architecture" for a Business School faculty member
- NASA Fellowship | 2011 - 2012
  - Led design, user interviews, and testing for an app that visualizes medical data - built in collaboration with a remote developer at the British Columbia Children's Hospital

UNDERGRADUATE STUDENT

University of Utah | 2005 - 2007

- Bachelor of Science in Architecture
  - Student Advisory Council President

Salt Lake Community College | 2000 - 2005

- Associate of Science in Architectural Drafting and Technology
  - Studied various 3D modeling approaches, from line drawing to NURBS modeling and scripting
  - Developed visualization skills through analog and digital media studies including, model building, hand-drafted architectural rendering, digital rendering workflows, and photography
  - Studied engineering and physics using mathematical 3D modeling software

EDUCATOR

University of Utah | 2013 - Present

- Honors Think Tank | 2013 - 2014
- Co-taught and developed and design thinking curriculum for a year-long research based class.
- Co-authored academic data visualization
- Visiting lectures and design critiques

Martial Arts Instructor | 2000 - 2009

- Directed group and individual classes
- Authored curriculum that includes simple exercises to develop complex skill sets in students

GUEST LECTURES

University of Utah | 2013 - Present

- Research Methods | Various dates 2013 - 2019
- Biomedical Innovation Workshop | 2014
- Photographing Architectural Models | 2014
- Information Visualization | Various dates 2013 - 2018

PRODUCT MANAGER
SketchUp | 2022 - Present

- Researching and crafting the tools future designers will use to create architecture
- Leading development of SketchUp's core modeling tools and graphics engine by identifying and user workflow and needs and translating them into engineering requirements
- Coordinating the design and implementation of new features, improvements, and updates within cross-functional teams
- Championing vision, culture, and process to deliver value to SketchUp's millions of users
- Prioritizing product features and capabilities based on user feedback, industry insights, and design exploration

MASTER PLANNER
EDA | 2020 - 2022

- Led the discovery process for state-wide public surveys, town hall meetings, and interviews
- Collaborated with clients to establish project visions and strategies on projects with funding goals ranging from $2.5 million - $200 million
- Aligned scheduling and deliverable needs with peers and introduced new methods for increasing transparency in cross-functional teams
- Facilitated multi-disciplinary teams and ensured the project goals aligned with scope, schedule, and budget
- Reconciled "ideal" outcomes with actual circumstances by prioritizing tasks in alignment with overall initiatives

MARKETING DIRECTOR
EDA | 2016 - 2020

- Many people make buildings, but not everyone makes architecture - I communicate designer's processes and values clearly, making them resonate with owners and stakeholders
- Launched a strategic re-brand of EDA, leading to the prestigious "2019 AIA Utah Firm of the Year" award
- Created and managed marketing strategies for client development and retention, including sales coaching and trade show booth design
- Implemented internal improvements to align strategic goals across departments and build stronger teams -- one example is that new employees rank their onboarding experience 52% higher on average than employees under an older process
- Crafted client-facing work plans to communicate value-driven project management and design approaches
- Formed strategic partnerships to enhance value propositions presented to clients

ARCHITECTURAL DESIGNER
EDA | 2014 - 2016

- Managed sustainability targeting and reporting
- Coordinated architectural and planning and programming
- Detailed and drafted architectural elements
- Prepared architectural visualizations, diagrams, renderings, and models
- Described architectural designs using 2D and 3D visualization methods

EFT Architects | 2007 - 2011

- Led 3D modeling and rendering efforts for the firm, communicating designs through still and animated content including, developing a rendering farm, which produced content 60% faster
- Implement BIM tools and best practices for the firm and conducted regular Revit trainings
- Built physical models, architectural material palettes, and in-office art installations
- Created master plans, architectural drawings, physical and digital 3D models, renderings, and animations
- Conducted construction administration activities, including punchlists, site walks, and RFI's

Diamond Phillips | 2012

- Designed environmental graphics, signage, and permanent art installations for projects ranging from private homes to significant university buildings
- Performed 2D and 3D architectural modeling and drafting
- Directed architectural photography

MAKER
DesignBuild Bluff (Utah), Sundance Film Festival, NPR, and Personal Projects | On-going

- One of three leaders of the 2009 DesignBuild Bluff team, which is the first team to complete a project on-time and under-budget
- Experience in construction ranging from residential demolition and house framing, to cabinetry and furniture design
- Experience with 3D modeling methods for laser cutting, 3D printing, and modular building systems
- Conceptualized and created key imagery for the Sundance Film Festival ranging from web content to billboards
- Advised on creating marketing imagery, recruiting content, and style guides for various companies

*References available upon request