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EDUCATION

Mills College <i>MFA in Electronic Music and Recording Media</i>	Oakland, CA 2008 – 2010
Massachusetts Institute of Technology <i>SB, MEng in Electrical Engineering</i>	Cambridge, MA 1997 – 2002

WORK EXPERIENCE

Sculptor 2010 - Present

Metal and Wood Sculpture: I design and fabricate sculptural objects from metal and wood, primarily plywood and stainless steel sheet. I have learned CAD, woodworking, metalworking, coordination with vendors, logistics, and whatever else it takes. My work has been shown in galleries, festivals, and public art exhibitions, and I have sold many works including permanent public installations at AC Hotel, San Juan, PR and at Chevrolet of Novato, CA.

Intellectual Property Consultant 2007 - Present

Patent Preparation: I work with an intellectual property law firm preparing patents documenting novel technologies. We cover a wide range of technology areas including machine learning, cloud computing, atomic physics devices, object-based database systems, industrial machines, automotive computing, wind power devices, etc. My responsibilities include taking client disclosures and creating patent claims, figures, and specification.

JEM Enterprises Walnut Creek, CA
Integration Engineer 2005 - 2006

Semiconductor Process Integration: I worked with an entrepreneur to help start a company working with thin film processing equipment vendors developing tools to enable the creation of flexible electronics. I developed a high performance polycrystalline thin film transistor fabrication process using the UC Berkeley microfabrication laboratory. Once the baseline process was established I was able to utilize it as an experimental control to demonstrate the relative performance of materials prepared by our clients.

Kovio Sunnyvale, CA
Integration Engineer 2003 - 2004

Semiconductor Process Integration: Kovio was a small company developing transistors using thin films printed from semiconductor inks. I worked with the chemistry and device physics groups to fabricate devices from printed films. I performed experimental design, cleanroom device processing and characterization, and data analysis.

SKILLS

CAD Software: All of my sculptural work is designed in CAD. I am an intermediate level user of Rhino with extensive experience using Grasshopper for parametric design. I have also prepared many of my sculptures using SketchUp, including development of Ruby scripts to automate complex repetitive tasks. I have taken these sculptures through to fabrication via preparation of output files for 3D printing, laser, waterjet, plasma, CNC router, and through generation of plans for manual assembly.

Metal and Woodworking: I am a skilled welder, including TIG welding steel, stainless, aluminum, bronze, and copper, and MIG and stick on steel. I am comfortable with metalworking tools including use of grinder, mill, and lathe. Additionally I am skilled with all basic woodworking tools, primarily using table saw, biscuit joiner, and sander to form sculptural works from plywood.

Communication: For my consulting work I write patents as part of a team where close communication is essential. I discuss novel technologies with our clients so that I can describe them properly to a patent examiner, and work with a patent agent to optimize word choice and phrasing. For my sculpture I work with vendors to have parts fabricated from my CAD output files. Clear communication with the vendors is required for success.

Fabrication Process Development: Development of fabrication processes has always been my primary interest. For my stainless steel sculptures I developed processes for forming joints between solid forms with fillet welds replaced by internal structures capable of carrying the sculpture weight. At Kovio and JEM Enterprises I developed processes for fabrication of thin-film transistors for use in low-cost electronics and flexible displays. Whenever possible, I would like to be building things that make people happier in their lives.