

Professional experience and goals:

I am an artist; fabricator and educator with hands that can build damn near anything and a mind to help you design a solution for almost any material problem. I can make demanding projects look easy and keep you laughing in the most challenging situations.

Trained as an artist (Alfred Univ, Tyler School of Art) I was raised in sawdust as a third generation craftsman from a family owned woodworking business. From there I found a career crafting practical models for film and advertising where I discovered and penchant for making objects “better than real” in order to satisfy close-up photography. Along the way I’ve built artwork, props, architectural models, robots and motorcycles for myself and others – always in an effort to find the most interesting and challenging projects. That path has recently lead me to the realm of industrial design and new product development where I now run a Prototype Lab for a team designers and engineers.

I’ve also taught sculpture and fine art at prestigious institutions such as Reed College, Oberlin and the Pacific NW College of Art. And though I am not currently teaching, I still love to lecture on subjects ranging from fine art to fabrication technologies and 3d printing. I’ve consulted extensively to help design and organize shop and studio environments for businesses, universities and artists helping to create ideal work places for work flow and space management.

I’d like to help solve big problems. I want to continue to design, build and educate using cutting-edge technology to help find ways to make lives more engaged, efficient and enjoyable. Through design and material solutions I believe we can create a world and a way of life that is more stimulating, more responsible & more fun.

Work Passions:

I’m passionate about collaborating with talented designers, engineers and artists to help them facilitate their vision and to make ideas tangible. Working from everything between napkin sketches and complex CAD assemblies I love getting to use some of the world’s most sophisticated tools and cutting-edge technology to bring new ideas to life.

Key Skills:

- Mastery of a broad spectrum of traditional and digital fabrication techniques.
- Top rate problem solver with a quick understanding of complex scenarios.
- Diplomatic leader, able to direct multi-disciplinary teams of collaborators with ease & confidence.

Unique Qualifications:

- I'm equally comfortable thinking with my head and my hands.
- Long-standing relationship to art & technology education.

List of Various Industries:

Industrial Design & Product Development
Design Engineering
Architecture
Fine Art
Photography
Advertising
Filmmaking
Research and Development

Personal:

I've been married more than 10 years to artist Beth Campbell and together we are proud parents of a curious & precocious toddler who enjoys finding out what the world has to offer. In what little spare time remains at the end of the day I enjoy drumming, motorsports and basking in the glory of my current reign as Brooklyn Gravity Racers Speed Champion.