

*Summary*

Product design consultant with 10 years of industry experience in developing consumer, medical, and industrial products for a diverse range of clients.

*Work Experience*

**2006 - present**     **DK Studio** / *Principal* / *San Francisco, CA*

Established an independent design studio to provide expert product development and management consulting for a range of clients including: Belkin, Cranium, Genentech, Sprint, and Serfas Cycling. Developed a strong reputation for excellence in program management and creative problem solving.

**1998 - 2005**     **Lunar Design Inc** / *Engineer and Project Manager* / *San Francisco, CA*

Directed a team of 10+ engineers to develop and refine a next generation suite of robotic radiosurgery equipment for cancer treatment. Primary responsibilities included: client interface, program planning and design supervision for multiple subsystems, management of local and remote design resources, mentoring junior staff. Demonstrated exceptional multitasking capabilities and interpersonal communication.

Developed a wide variety of products from concept through manufacturing for client companies including: Seagate, SanDisk, Electrolux, TheraSense, Cutera, Acuson, and Farallon Medical. Responsibilities included: product design, lab research, project planning, technical direction, manufacturing liaison, and team management. Expanded upon core strengths in the areas of concept generation, visual communication, and prototype construction.

Championed the cause for sustainable design by researching and disseminating best practices to company staff, cultivating industry alliances, and laying the foundations for future projects with a focus in sustainability.

**1998 - 1999**     **Pituitary Toy Company** / *Principal and Inventor* / *Mountain View, CA*

Partnered with established toy developers to generate concepts and construct prototypes of electro-mechanical toys for children, focusing on cognitive development and interaction. Duties included: market research, mechanical design, microprocessor programming, and developing corporate identity.

**1996 - 1997**     **Applied Materials Inc** / *Mechanical Engineer* / *Santa Clara, CA*

Responsible for design, engineering, and manufacturing liaison for several mechanical modules in a state-of-the-art semiconductor manufacturing system. Gained considerable experience in machine design, fluid delivery, optical sensor, and motor control systems.

Created novel design concepts for future platforms, resulting in the award of two US utility patents.

**1995 - 1996**

**Johnson Controls Inc** | Design Engineer | Holland, MI

Acted as liaison between industrial design and engineering at a premier automotive interior trim supplier. Design highlights: development of a novel locking track mechanism for automotive seating and storage applications; mechanical design for the 1998 Lincoln Continental floor console.

**1993 - 1994**

**Cummins Engine Company** | Assistant Engineer | Jamestown, NY

Design highlights: development of an automated compressor intake air system for engine test cells; Programmable Logic Controller (PLC) optimization for an automated machine line; development of a computer simulation to effectively manage tooling inventories.

## **Education**

**1997 - 1998**

**Stanford University** | Master of Science in Mechanical Engineering | Stanford, CA

Focus in embedded systems design and mechatronics.

**1991 - 1995**

**Cornell University** | Bachelor of Science in Mechanical Engineering | Ithaca, NY

Focus in automotive and robotic design.

## **Additional Information**

### **Patents**

Inventor in the following US utility patents:

“Combined slurry dispenser and rinse arm and method of operation”  
(patents no. 6280299 and 6139406)

“Portable memory storage device” (patent no. D0524817)

“Method and apparatus for automatically changing a polishing pad in a chemical mechanical polishing system” (patent no. 6379221)

### **Programming**

C | Assembly | LabVIEW | MATLAB | HTML

### **Software**

SolidWorks | Pro/E Wildfire | MS Office suite | Adobe Illustrator and Photoshop

### **Accomplishment**

Artist | Musician | Cyclist | Gourmand | Conversational French | World traveler