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Story telling. Ideation. Sketching. CMF.
Pattern Making. Shoe Making.

Adobe Illustrator. Photoshop. InDesign.
Gravity Sketch. Vizcom. Final Cut Pro.
After effects. 3D Solidworks.

Fluent in English and Japanese

basketball. sneakers. graffiti, culture.
improvised cooking. good beer.
punishing bike rides. muddy hikes.

EDUCATION:

Art Center College of Design

Pasadena, California
Product Design
Bachelor of Science, 2015

PenSole Footwear Academy

Portland, Oregon
Footwear Design Workshop

California State Polytechnic University, Pomona

Pomona, California
Graphic Design/Fine art
Bachelor of Fine Arts, 2006

EXPERIENCE:

Nike

Beaverton, Oregon
January 2016 - May 2026
Footwear Designer 1 - C.O.D.E. (2016 - 2018)
Footwear Designer 2 - NSW Core (2018 - 2020)
Footwear Designer 2 - Kids Lifestyle (2020 - 2023)
Lead Designer - Kids Lifestyle (2023 - 2024)
Lead Designer - Womens Sports: Tennis + Training (2024 - 2025)
Lead Designer - Kids Lifestyle (2025 - 2026)

University of Oregon

Portland, Oregon
March 2022 - June 2025
Adjunct Industrial Design professor
PD 410/510 Portfolio Prep (Spring 2022 + 2023)
PD 488 BFA Senior Thesis Studio (Spring 2024 + 2025)

Vans

Pasadena, California
September 2014 - December 2014
Sponsored Project, Vans Innovation

Altair

Troy, Michigan
May 2014 - August 2014
Product Design Intern, ThinkLabs

Adidas, USA

Portland, Oregon
July 2013 - December 2013
Performance Footwear Design Intern, Basketball