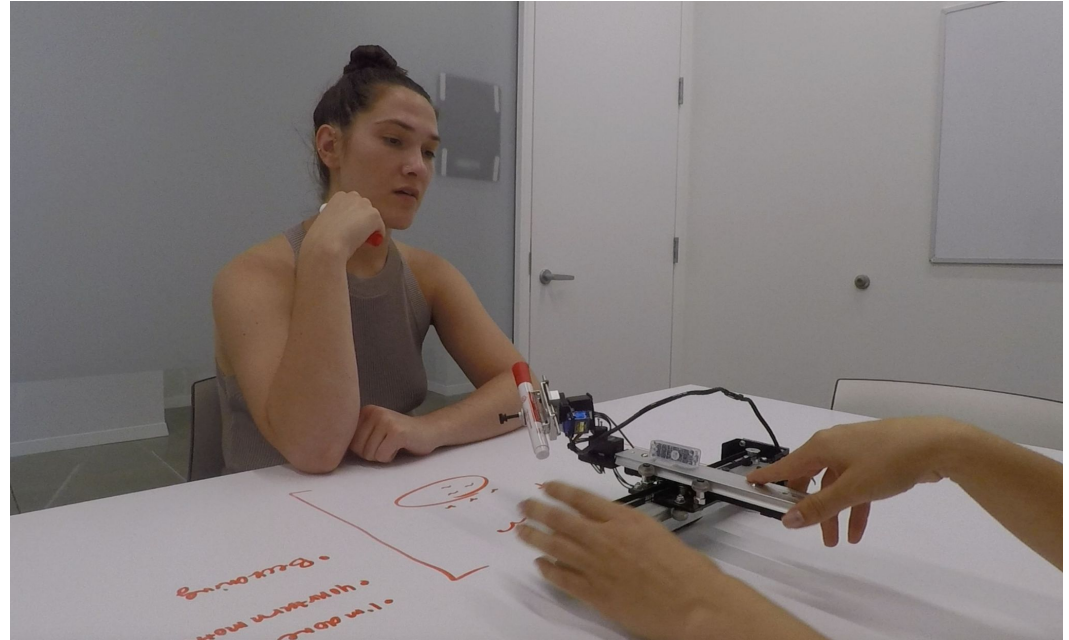
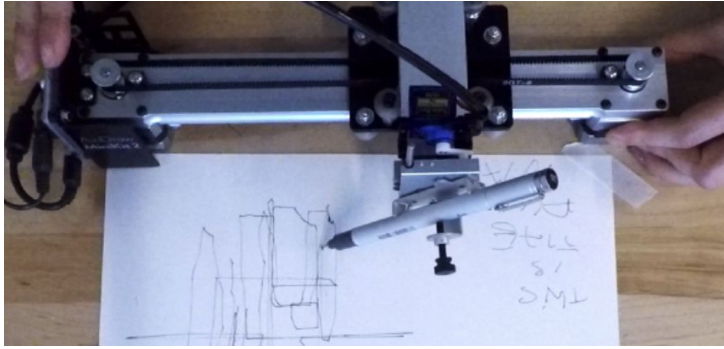


Plotter Art (2020-2024)



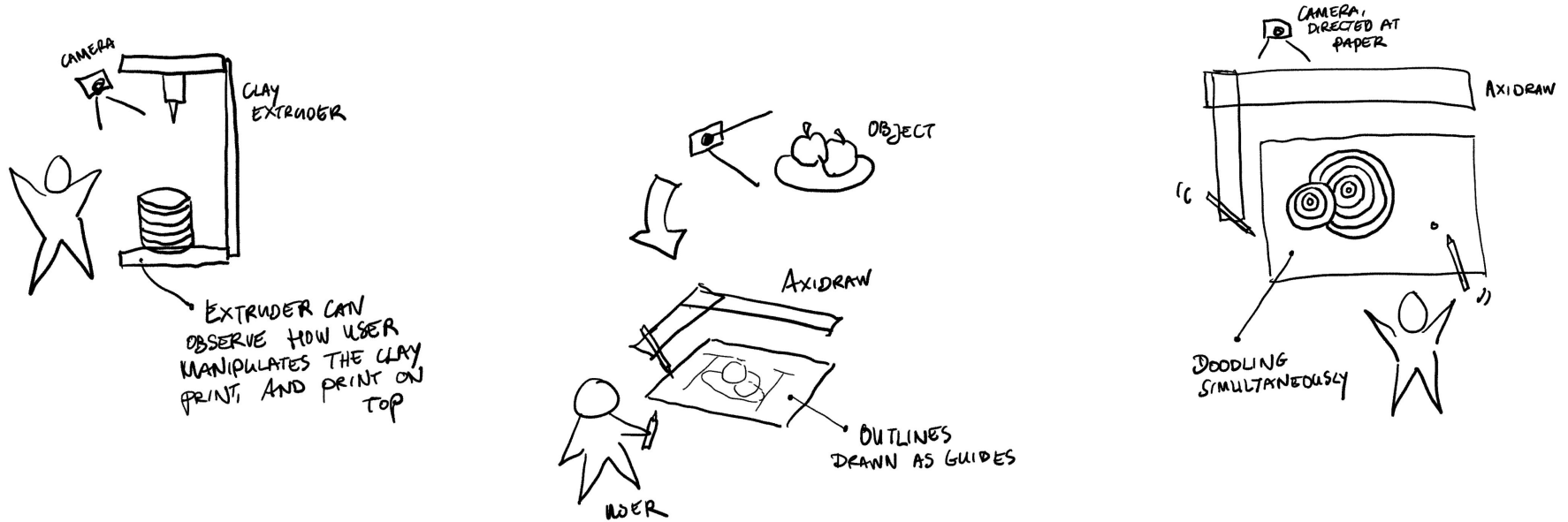
As part of my PhD dissertation, I experiment with artistic workflows and ways to use the AxiDraw pen plotter.

Machine Movement (2020-2024)



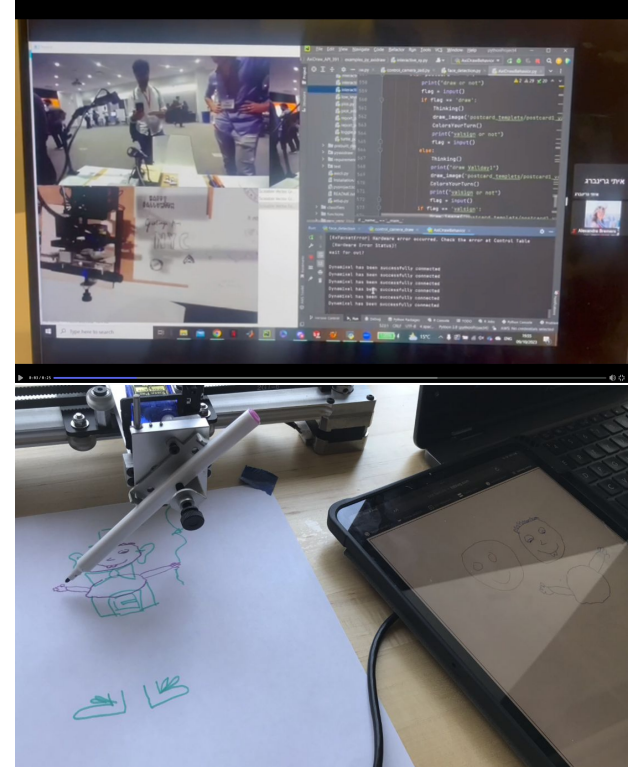
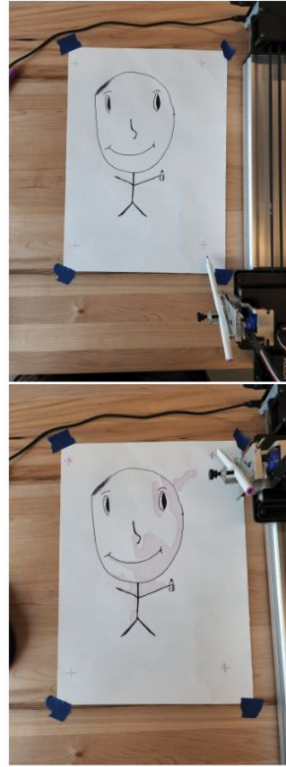
I also study the communicative properties of machines and how they facilitate communication. This work involves collaborations with comedians, dancers, and mechanical engineers.

Collaborative Machines (2020-2024)



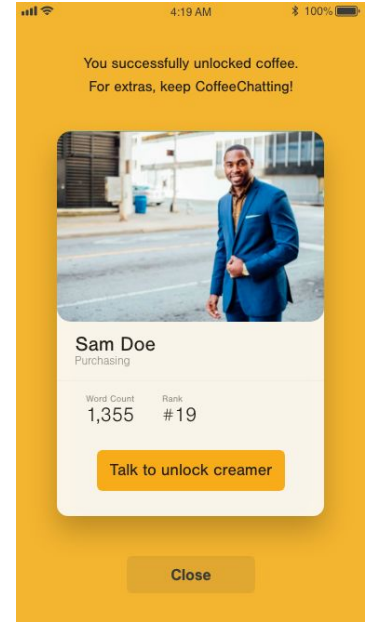
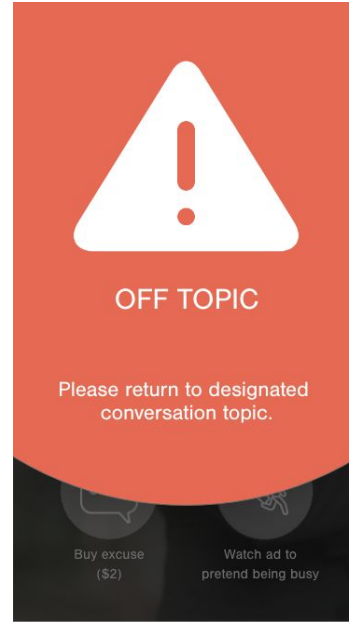
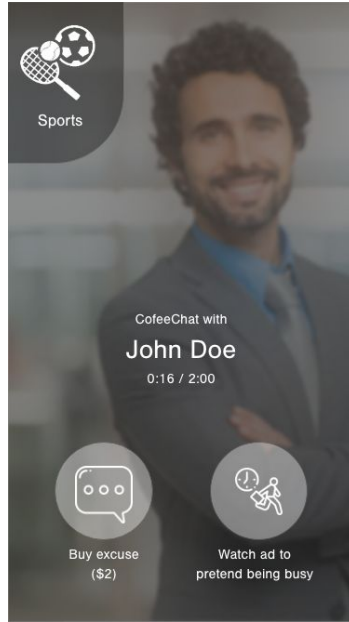
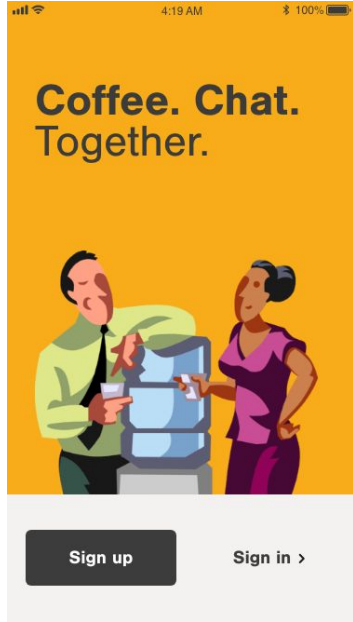
I envision, enact, and prototype new ways of collaborating with creative machines.

Wizarding Machines (2020-2024)



These interactions are built into Wizard-of-Oz systems with various degrees of autonomy.

CoffeeChat (2020)



CoffeeChat is a design for a fictional app that brings the office watercooler talk to your home setup. You cannot get coffee without discussing sports with John. The design questions the role of computer-mediated communication and the proliferation of apps that claim to bring people together.

Embroidered Radio Receivers (2016)



My industrial design graduation project investigated machine embroidery of electromagnetic coils, here implemented in a crystal AM radio receiver.



Light Art Installation (2015)



This light installation, based on retro-reflectivity, consisted of a dark room that would be experienced in groups. One person would wear LED-implemented eyeglasses, which would enable them to see the art covering the walls.



Fast, Intense, and Repulsive (2015)

Eating utensils (thimbles) based around three aesthetic keywords: fast, intense, and repulsive; with an accompanying collage.

