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Work

OpenSpace

2023

Senior Product Designer
Core Capture Team

[openspace.ai](#) ↗

OpenSpace is a time machine for your construction site. We capture dense, as-built data while you work.

I lead design for the *Capture* team. We build the core platform of mobile & web apps, the meat of a user's OpenSpace experience.

Projects

Sheets - Mobile / Web

Reimagined architectural drawing organization, iterated on how we layer reality capture data on top of them.

Core Capture - Mobile

Blank sheet redesign of our reality capture app. A richly interactive map of data, surfaced at the right time and location.

Hover

2016 - 2022

Senior Product Designer
Applied Research Group

[hover.to](#) ↗

Hover turns a few photos of your home into a detailed 3D model with accurate measurements.

I lead design for ARG, which iterates on the tech behind reality capture, 3D visualization, and automation.

I also introduced design systems at Hover.

Projects

AR Capture - Mobile

New reality capture app, using LIDAR & on-device CV to guide users towards good photos. 60% improvement in successful captures.

HoverCAD - Desktop Web

Human/automation paired web-app for model creation. Within 2 years we moved Hover's core product from loss-leader to profit center.

Design Studio - Tablet & Web

Expanded from an iOS MVP to a rich large format app. Refreshed UI & created custom iconography.

Education

Tradecraft

Portfolio School

UNC Charlotte

BSBA in Finance
GE Advanced Materials Internship

Elon University

Computer Science / Engineering

Experienced In

UX/UI/motion
HCI & IxD patterns
Information architecture & auditing
System mapping with gherkin stories
Workshops & design sprints
Prototyping in 2D & 3D
User-testing (especially remote)
Data visualization
Basic FE architecture
3D modeling & archviz