

Professional Experience:

- 2021-present **MANAGER, PROTOTYPING & FABRICATION, Peloton Interactive** - NY + NJ
Leading a team of machinists & technicians in prototyping the next generation of connected fitness hardware. Currently overseeing 4 fabrication suites (Shop + Lab) in 2 locations (NYC + Secaucus, NJ) and a team of 8 direct reports. This includes all aspects including day-to-day shop & project management, planning and budgeting as well as cross-functional collaboration with leadership across the business.
- 2020-2021 **PROTOTYPE SHOP MANAGER, Peloton Interactive** - New York, NY
Led the planning, development, purchase and installation of Peloton's state of the art Prototyping facilities in NYC. Recruited, hired and led the team of model technicians and machinists in our charge to prototype the future of fitness. Managed 2 fabrication studios (Shop + Lab) and a team of 5 team members.
- 2013-2019 **PROTOTYPE MANAGER. Humanscale**, New York, NY
Oversaw in-house prototyping practices and direct teams of designers & engineers in all new product development prototyping. Manage in-house model makers in building functional & aesthetic models. Contribute insight to design & engineering development. Research and acquire new tech & equipment that will improve capabilities and quality. Coordinate with Design Studio and other HS leadership to achieve objectives.
- 2008-2013 **PRINCIPAL. Placeholder Studio**, Brooklyn, NY
Self-employed leader of a boutique design/build consultancy: custom fabricator & project manager for artists, architects, designers, and photographers. Services include: design & pre-visualization, CAD services, expert hand-wrought and computer-aided production, comprehensive project & team management. Clients include: Whitney Museum of American Art, Maki & Associates, Brooklyn Model Works, Diller Scofidio + Renfro, Mechanism LLC, Evan Eisman Co.
- 2004-2007 **MODEL MAKER. Brooklyn Model Works**, Brooklyn, NY
Design and fabrication of custom props and special effects; specializing in oversize and miniature models for print advertisement, television and film. responsibilities include: project management, fabrication, job estimates and on location prop styling. clients include: Gillette, HBO, Oral B, American Express, Heineken Beer, Crest.
- 1997-2002 **FREELANCE MODEL MAKER.** New York, NY
Fabricate custom props for print advertising, TV commercials, museum display and fine art. shops include: Brooklyn Model Works, Clockwork Apple, Prop Art, DCM Fabrication, Larry List Models.

Teaching Experience:

- 2011 **Kutztown University.** Kutztown, PA. VISITING ASSISTANT PROFESSOR OF ART. Acting Sculpture Dept. Chair teaching a full range of sculpture courses + shop management and budgetary responsibilities..
- Oberlin College.** Oberlin, OH. VISITING ASSISTANT PROFESSOR OF ART. Taught Sculpture studio class addressing materials, process, history and contemporary views of sculptural practice.
- 2008-09 **Reed College.** Portland, OR: VISITING ASSISTANT PROFESSOR OF ART. Taught a full spectrum of sculpture and related courses from introductory to advanced level studio/seminars. Additional responsibilities include advising senior thesis students, thesis committee work and departmental budgeting.
- 2007 **Pacific Northwest College of Art.** Portland, OR : INSTRUCTOR / 3D Design. Introduction to the language, materials, processes and concepts of three dimensional design as it relates to sculpture, design and our constructed world.
- 2005 **Tyler School of Art @ Temple University .** Philadelphia, PA: INSTRUCTOR / Advanced Sculpture Jr. & Sr. level sculpture majors working on group and individualized assignments. Focused on the development of personal vision and self-directed artistic growth.

Education: Tyler School of Art @ Temple University, MFA (Sculpture) 2004
New York State College of Ceramics @ Alfred University, BFA 1995

Technical Skills:

CAD / 3-D modeling – software: Rhinoceros 3D, Solid Works, Sketch-Up.
3D printing - stereolithography, FDM, objet, SLS, DMLS
CNC machining – HSM Works programming, Mastercam, Haas + Fagor controls
Woodworking - all aspects: cabinetmaking, millwork, turning, construction.
Metal fabrication - gas, stick, MIG and TIG welding, cutting, forming.
Metal casting - sand and ceramic shell molding.
Precision machining - milling and turning.
Mold making - plaster, silicone, urethane, latex.
Resin casting - urethane, epoxy, polyester, bonded-gypsum, fiberglass.
Sculptural rendering - clay modeling, foam carving.
Paint and Finish - laquer and urethane auto-body finishes, mirror polish.
Glasswork - blowing, hot-casting, kilncasting, cold-working
Neon - basic bending and pumping.
Kinetics - mechanism design and mechanical problem solving.
Electrical - wiring and basic circuit design.
Drawing - rendering, illustration, and mechanical drawing.

Technical Skills (continued):

Paper making and book making.

Sewing - hand and machine stitching, basic leatherwork.

Safety - Experience running safety training workshops + knowledge of OSHA, EPA and NYC Fire Department safety protocols.

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.

Personal:

I've been married more than 18 years to artist Beth Campbell and together we are proud parents of a curious and precocious 11-year-old 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, cycling and motorsports.