

INTRODUCTION

Founding designer at a venture-backed aerospace company that built & operated a five-satellite hyperspectral constellation with a team of ~24. Worked on tech historically done only by nation-states. Designed dual-use product, systems, and interfaces for four U.S. intelligence offices and commercial customers in energy, mining, forestry, and agriculture. Prior experience designing mission-critical tools for NASA/JPL's Deep Space Network & the Interplanetary Network Directorate.

EXPERIENCE

Orbital Sidekick

San Francisco / Los Angeles, CA

Senior Product Designer - Apr 2025 - Jan 2026 · UI/UX Designer - Feb 2022 - Apr 2025

Founding & sole designer through OSK's scale from early-stage to operational spaceborne intelligence delivery. Contributed to deliverables supporting Series A, bridge rounds, and contract wins. Designed across a fully integrated system, spanning spacecraft, ground infrastructure, user interfaces, and analytic products, and the launch of 5 hyperspectral satellites.

- Owned end-to-end product design for SIGMA, the company's geospatial analytics and tasking platform. Built satellite tasking workflows, persistent AOI monitoring, hyperspectral data delivery, and AI/ML-driven anomaly detection systems used by government and enterprise operators.
- Designed dual-use product surfaces: highly customized data formats and interfaces for four U.S. intelligence offices, alongside integrated insight delivery for commercial customers in energy, mining, forestry, and agriculture.
- Built and maintained the company's design system from components, documentation, map styles, brand toolkits, and slide systems that were adopted across engineering, sales, payload, analytics & business teams.
- Worked across GIS, remote sensing, and AI/ML driven science workflows to design tools for engineers & operators. Conducted market and customer research on how regulated industries adopt satellite-derived intelligence.
- Designed investor and customer-facing materials: pitch decks, product marketing, exhibit signage, and executive communications. Enabled support for fundraising rounds and go-to-market strategies for OSK's services.
- Operated as design's *seat at the table* across product strategy, venture storytelling, and product management. Embedded design into how the company raised, built, sold, and delivered data & insights.

NASA/JPL - Deep Space Network

Monrovia/Pasadena, CA

UI/UX Design Engineer - June 2019 - Feb 2022

Designed enterprise software and internal tools supporting mission-critical operations, science, and business processes for NASA's Deep Space Network - the communications backbone for all interplanetary spacecraft.

- Modernized intranet webpages for business, engineering, and science programs across DSN Program Management, ground operations, Goldstone, and the Interplanetary Network Directorate.
- Created multiple mission formulation deliverables & technical documentation of tools, resources, and services offered at the Deep Space Network Operations & Maintenance Program.
- Conducted site research & department level research for software requirements, tool ideation, and design solutions with the Mission Assurance & Program Integration Team.

Education: BFA, Graphic Design, Cal Poly - Pomona

Certifications: NASA/JPL-DSN Service Capability Development (I & II) · DSN Communications Complex / Maintenance Group SCD

Advisory Role: Dean's Advisory Council, College of Environmental Design, Cal Poly - Pomona

Practice: Product Design · Design Systems · Dual-Use & Defense Tech · Enterprise SaaS · AI/ML Interfaces · Geospatial & Map UX · Remote Sensing · Data Visualization · Research & Discovery · Prototyping · Cross-functional Leadership