

Key Qualifications

Urbanist, creative technologist, leader, and strategic thinker, working at the intersection of urban placemaking and digital technology:

- Experience leading the design and implementation of award-winning urban public realm projects across scales
- Familiarity with the design, operational, and management complexities of creating successful urban public spaces
- Strong digital technology background, and strong connections with the technology field as it relates to the built environment
- Strategic thinker and strong manager, adept at translating ideas into action and initiating and executing complex projects

Work Experience

01/2016 - Present **Senior Associate, Urban Designer**
Watertown, MA Sasaki

Manage large, complex urban planning projects for a variety of public- and private-sector clients, with a particular emphasis on urban public realm, downtown districts, and urban park systems

Create and execute stakeholder and community engagement strategies as part of these projects

Lead marketing and business development efforts across the country, and help drive Sasaki's overall marketing approach in the urban parks and downtown districts sectors

09/2014 - Present **Adjunct Professor**
Boston, MA MFA Program in Information Design and Visualization, Northeastern University

Created and taught graduate-level courses in data visualization, with an emphasis on the role of data visualization in making complex urban issues legible

06/2010 - **Senior Designer, Director of Urban Design**
12/2015 Utile
Boston, MA

Led Utile's urban streetscape and public realm projects, including **Boston Complete Streets** guidelines

Pioneered Utile's effort to create urban planning-related digital products; prototyped **City x City**, a digital tool that helped Massachusetts's state economic development agency to visualize and coordinate investment decisions across the state

Helped shape the overall quality of Utile's urban design project output as Director of Urban Design

06/2013 - **Project Lead**
03/2014 SENSEable City Lab, MIT
Cambridge, MA / Singapore

Led a team of designers and technologists in researching and prototyping data analysis and visualization products

Developed an interactive exhibit that explored Singapore's urban systems through its large urban sensing networks, in collaboration with the National Museum of Singapore

Selected Awards and Speaking Engagements

- 09/2017 **Leveraging Partnerships, National Parks and Recreation Association**
Co-presented with HR&A Advisors and City of Grand Rapids
- Panel presentation focused on innovative models of financial, operational, and management partnerships between urban parks and the private, non-profit, and philanthropic sectors
- 05/2017 **New Urban Agenda for Urban Parks, American Planning Association**
Co-presented with HR&A Advisors and City of Raleigh
- 11/2016 **Parks and Emerging Technologies, National Parks and Recreation Association**
Co-presented with Soofa
- 04/2015 **National Award, American Planning Association**
- Boston Complete Streets guidelines recognized for excellence in communication design

Education

- 2008 - 2010 **Harvard University**
Cambridge, MA Master in Urban Planning
- 2004 - 2008 **University of Toronto**
Toronto, ON Bachelor of Applied Science in Engineering Science

Additional Activities

- 2014 - Present **Urban Land Institute**
Member, Boston area Urban Development Product Council
- 2017 - Present **Autonomous Vehicles Research**
- Part of a group investigating the potential impact of autonomous vehicles on patterns of urban development and the design of the urban public realm
- 2017 - Present **Freelance Civic Media Projects**
- Created civic media projects on a freelance basis, including a current project, **Art of the March**, visualizing the representation of political dissent through the 2017 Women's March