I was born in 1994 in Los Angeles. I suspect that a number of qualities that constitute me as a creator arise from this simple fact of origin. I have an important role in a global community of creators because I have been granted a power with the potential to propagate large-scale change within the physical and ideological environments that I share with others.

I came of age in a time where computer technology was democratized and where the globalization of information connected people who would have previously gone their entire lives without ever thinking about each other. I’ve also spent my entire life surrounded by the continuous influence of media, be it movies, music, television or ad campaigns. The vast metropolis of Los Angeles imbues the creative mind with diverse cultural and aesthetic influences that bring forth a powerful need to expel creative energy. I create because my environment compels me to and because the necessary tools and knowledge are available to me.
An important question to ask is how exactly being a designer grants one the ability to sculpt goodness into the world. There is no doubt that designers are desired in a professional capacity for their ability to expertly deliver strong visual and informational messages. The easiest way to change the world for good in my experience is choosing who I work for. I have a strong interest in design that promotes a sustainable future and much of my freelance work has provided design services to forward-thinking businesses with similar values. Two notable clients are Conform, a firm geared towards the construction of environmentally friendly concrete foundations, and Blue Sky Energy, a firm that conducts large interstate solar energy operations on residential, commercial and utility scales. Another way to spread positive influence is to conduct research and create personal work that powerfully presents information to others. Two examples of my works in this regard are an infographic on the 2010 Deepwater Horizon oil spill and Endless Energy, a series of three large-format works on energy use in America.

The first time I directly realized the reach of my ability to impact others through design work was concerned with fun. I cofounded Omicron Apps in 2010 to develop enticing mobile games. The projects surpassed what I had initially thought feasible, boasting tens of thousands of downloads worldwide. It was astounding to realize that people across oceans were exposed to experiences I had crafted for fun. The implications for the dissemination of world-changing ideas over platforms that technology has provided took on a new meaning for me after this. In my future as a designer, I will exercise my potential to call other members of a global community to action for a better tomorrow by creating engaging experiences and tools that enable others to do the same on a multiplied scale.