

---

<b>Education:</b>	<b>Rhode Island School of Design:</b> BFA/Sculpture Providence, RI	2010-2013
	<b>Pratt at Munson Williams and Proctor Arts Institute</b> Utica, NY	2008-2010
<b>Experience:</b>	<b>SITU Fabrication:</b> Freelance Fabricator	2013-Present
	<b>Kyla Coburn Design:</b> Freelance Fabricator	2012-2013
	<b>Teaching Assistant:</b> Advanced Metals	Spring 2013
	<b>Artist Assistant:</b> Nathaniel Hesse	Winter 2012
	<b>RISD Foundry Monitor:</b> Leadership Position	2011-2013
	<b>RISD Store:3D:</b> General 3D Assistance	2011-2013
<b>Exhibitions:</b>	<b>Socrates Sculpture Park:</b> EAF Summer Internship	2011
	<b>Ransom:</b> Wayfayers Gallery/Bushwick NY	2014
	<b>Senior Sculpture Show:</b> Woods Gerry Gallery/Providence RI	2013
	<b>Can I Touch it?:</b> RISD Expose Gallery/Providence RI	2013
	<b>Shiny People Like Stupid Things:</b> Metcalf Sculpture Gallery/Providence RI	2013
	<b>Fe: Works in Metal:</b> The Tap Room: RISD/Providence RI	2012
	<b>From This Point Forward:</b> Gelman Gallery/Providence RI	2012
	<b>A Birthday Party: A Sculpture Show:</b> Metcalf Sculpture Gallery/Providence RI	2012
	<b>RISD Expose:</b> RISD Expose Gallery/Providence RI	2011
<b>Exposure:</b>	<b>Hidden Treasure Art Magazine:</b> Artist Yearbook Vol. 2	2014
	<b>ARTKUDOS.COM:</b> Currated Online Exhibition	2013
	<b>RISD Portfolios:</b> Selected Online via Behance	2013
<b>Skills:</b>	<b>Metal:</b> Welding (MIG, TIG, Torch, Stick), Forming, Sanding,Grinding, Cutting, Routing (Aluminum), Finishing, Patina,Forging, Casting, Mechanical Joinery, Jig Making	
	<b>Wood:</b> Milling, Cutting, Shaping, Bending, Sanding, Finishing, Joinery, Hand Tools, Powertools, Jig Making	
	<b>Computer:</b> Illustrator, Photoshop, Rhinoceros, TurboCAD, Google Sketch Up, Microsoft Office, Final Cut ProX, Soundbooth, Logic	
	<b>General/Shop:</b> Ability to read and build from technical drawings, Ability to lead a team, Attention to detail, Punctual, Resourceful, Work well with tight deadlines, Organized and able to maintain a clean and functional work environment	