

ABOUT

Design & Experience Director

Space, Tech, Health

Strategic design leader with 20+ years experience shaping ambitious products, partnerships, and programs - from space habitats to medical devices and award-winning wearables. I specialize in aligning vision, systems, and delivery across complex, multi-stakeholder environments, bridging strategy and execution through systems, thinking, experience strategy, and human-centered design.

I've worked across regulated, institutional, and fast-moving sectors helping organizations de-risk development, scale thoughtful innovation, and improve outcomes for both people and systems.

DETAILS

Capabilities

- Creative Direction
- Systems Thinking
- Innovation & Experience Strategy
- Human-Centered Design
- Strategic Foresight
- Narrative & Framework Development
- Cross-Functional Team Leadership
- Decision & Prioritization Frameworks
- Stakeholder Alignment
- Program & Capture Strategy

Recognition

- iF Design Award: Lunar Habitat
- Fast Company Innovation by Design: Lunar Habitat
- Red Dot Product Design Award: Fitbit Surge
- TIME 25 Best Inventions: Sproutling
- iF Gold & IDEA Awards: Fitbit
- Additional recognition from CES, Walt Disney Imagineering, Fast Company, and others

Speaking Engagements

AIAA - ASCEND

- Optimizing Human Performance in Space: Learning from Yesterday, Designing for Tomorrow
- Space Architecture: the Next Decade of Progress
- Making a Case for Space
- An Off-World Life Designed for Everyone

OTHER

- SXSW - Creativity in Space: Solving Complex Problems for Earth and Beyond
- Space Foundation's New Space Conference
- IDSA International Congress - Presented designs developed for FilmAid International

Education

- Syracuse University
- Bachelor of Industrial Design (2004)

EXPERIENCE

Design & Experience Consultant

Remote (USA) | 2017-2021, 2025 - Present

- Supported design and experience efforts with a focus on clarifying vision, aligning human systems, and shaping direction across mission-driven initiatives
- Led research, foresight-informed frameworks, and narrative development for AIAA's Space Architecture Decadal Report, defining strategic design implications for "Visitors" within the 2026-2035 spaceflight era
- Delivered industrial and UX design from concept definition through CMF to vendor hand-off, balancing technical feasibility with user-centered outcomes
- Collaborated across engineering, design, and business stakeholders to drive alignment, support execution, and translate intent into reality

Teague

Creative Director, Industrial Design & Research Manager

Houston & Seattle, 2021 - 2024

- Directed multi-disciplinary teams (Industrial Designers, Mechanical Engineers, UX Researchers, Project Management) to deliver experience-driven solutions and strategic recommendations for commercial space hardware and human research programs
- Defined narratives and phased program strategies to guide technical teams, secure buy-in, and communicate impact across leadership audiences, including NASA stakeholders
- Partnered with business development to shape proposals and capture efforts for spaceflight and defense contracts, aligning design and product strategy with mission needs
- Scoped project phases and supported pipeline growth through storytelling, stakeholder alignment, and strategic communication
- Spearheaded thought leadership through industry articles and speaking engagements; Featured speaker at SXSW, AIAA ASCEND, and New Space Conference
- Mentored creative talent across disciplines, through mentorship, feedback, and advocacy
- Scaled and evolved discipline teams by aligning individual strengths with strategic priorities to drive innovation, efficiency, and strengthen collaboration

Overland Travel

Central America, 2015 - 2016

- Independent travel through Central America further honed my resilience, adaptability, and cross-cultural fluency
- Reinforced creative problem-solving and affirmed a self-directed, resourceful approach - skills I bring to complex, high-stakes environments

New Deal Design

Design Manager, Senior Industrial Designer, Industrial Designer

San Francisco, 2009 - 2014

- Led and contributed to award-winning design programs spanning wearables, consumer tech, and healthcare
- Balanced hands-on execution with team leadership, mentoring, and program oversight from concept through launch
- Partnered closely with clients, engineers, and designers to align product strategy, user experience, and business goals
- Collaborated on early-stage proposals and supported business development through storytelling, client engagement, and program scoping
- Led design and cross-functional coordination for Fitbit wearables as Design Manager, resulting in multiple successful product launches, millions of units sold, global market leadership, and multiple industry awards
- Developed internal tools and documentation to support design ops, collaboration, and cross-team clarity and alignment

Worrell

Industrial Designer

Minneapolis, 2004 - 2008

- Contributed to design and research programs for highly regulated medical products, applying user-centered methods and cross-functional collaboration to drive innovation
- Facilitated workshops and stakeholder alignment sessions to accelerate development
- Initiated and led a pro-bono design initiative with FilmAid International, leveraging design for global health and social impact