

SUGARCUBE

Installation / Spatial Design; Curation; 2004–2024
Philadelphia, Pennsylvania, United States of America

Co-conceived and realized a twenty-year installation that collapsed boundaries between retail space and continuous artistic intervention. Developed integrated spatial systems, branding frameworks, and curatorial programming that shaped Old City Philadelphia's cultural identity and influenced independent retail presentation standards nationally. The project launched creative careers and established new models for experiential curation and spatial practice.

Design Farm

Industrial Design; 1994–2006
Hopewell, New Jersey, United States of America

Contracted as an industrial designer within a two-person leadership team specializing in defense, medical, and scientific product development. Relocated on-site to Edge Product Development Corporation technical facilities to lead prototyping workflows for complex projects requiring accelerated production cycles. Responsibilities included ergonomic integration, systems design, and iterative prototyping under demanding technical and timeline constraints.

Infant Incubator Medical Device Prototype; Created a trade-show prototype emphasizing advanced environmental controls, user-safety architecture, and clinician-centered interface design for neonatal care.

Edge Product Development Corporation

Industrial Design; 1994–2006
Newtown, Pennsylvania, United States of America

Collaborative contract work, including projects executed through Design Farm and direct engagements.

Infrared Night Vision

Defense / First Responder Technology

Developed an ergonomic prototype of an intuitive visor-interface system optimized for gloved-hand operation, significantly improving low-light situational responsiveness and field safety.

United States Naval Ship Navigation Center

Tactical Systems Design

Engineered and fabricated modular consoles and weather-resistant command systems for U.S. Navy vessels, meeting MIL-SPEC and NAVSEA standards for harsh, high-risk operational environments.

Brain Imaging Center

Medical / Diagnostic System Design

Designed and fabricated a full-size, chair-based MRI prototype prioritizing patient comfort, accessibility, and precision, reducing psychological and physical barriers to advanced neurological imaging.

Laboratory Plasma Sterilizer

Industrial / Laboratory Systems Design

Developed a working prototype of a high-energy plasma sterilization system integrating UV exposure, electrical shielding, and rigorous safety protocols for laboratory and industrial use.

SELECT APPOINTMENTS & ROLES

Please Touch Museum

Lead Exhibit Designer; 1995–1996
Philadelphia, Pennsylvania, United States of America

Conceptualized, designed, and fabricated immersive, full-scale exhibits integrating complex design constraints with child-development research. Delivered durable, high-traffic environments balancing educational intent with material resilience.

Edward Dormer

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DESIGN 2026

LUCARNE
temporal work of research by design

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University of the Arts**Theater Arts, Ira Brind School of Theater Arts**

Theater Production Director; 1994–1995

Philadelphia, Pennsylvania, United States of America

Directed end-to-end realization of departmental productions. Oversaw design, fabrication, installation, and strike of narrative environments. Managed budget optimization through material reclamation and implemented efficient workflow systems for student crews, strengthening technical literacy and production autonomy.

University of the Arts**Graphic Design Department, School of Arts**

Typography Laboratory Director / Instructor; 1991–1993

Philadelphia, Pennsylvania, United States of America

Redesigned typographic and photographic laboratory systems during a pivotal digital transition, optimizing operational flow for nine academic departments. Served as Master Instructor, supervising and mentoring over twenty student employees per semester while pioneering unconventional equipment applications to execute complex, interdisciplinary design projects.

Design Line

Industrial Designer; 1988–1990

Philadelphia, Pennsylvania, United States of America

Developed industrial prototypes and interactive museum exhibits, maintaining conceptual clarity and high aesthetic standards within demanding fabrication timelines and material constraints.

DMC Display Systems

Industrial Designer; 1986–1987

Philadelphia, Pennsylvania, United States of America

Sole industrial designer for a large-scale heavy-gauge wire manufacturing facility. Produced technical documentation for high-volume production and led expansion of commercial product lines within stringent engineering and fabrication requirements.

TECHNICAL PRACTICE**Communications**

Branding systems; visual identity; typographic frameworks

Product Development

Concept to prototype; ergonomic integration; iterative fabrication

Environmental Design

Retail, museums; restaurants; theater; immersive spatial systems

Fabrication

Metal; wood; plastics; prototyping; heavy-gauge wire fabrication systems

Defense & Medical Systems

Experience with NAVSEA requirements (U.S. Navy naval navigation systems); medical device prototyping; MIL-SPEC hardware specification/procurement

AFFILIATIONS

Core77 (2025–Present)

Design Advocacy Group (2022–Present)

Industrial Designers Society of America (1983–1994)

EDUCATION

University of the Arts

Philadelphia, Pennsylvania, United States of America

Bachelor of Science; Industrial Design; 1986

Minor, Fine Art; Advanced Printmaking; 1986

Postgraduate Studies; Printmaking & Book Arts; 1991–1993

SYSTEMS & DESIGN INTELLIGENCE

Dieter Rams

Reductive clarity; functional integrity

Noel Mayo

Jack Andrews

Industrial design pedagogy; practice

Anita Bassie, Group M

Systems-based graphic design

April Greiman

Digital integration; Swiss design methodology

Joe Rapone

Typographic systems; editorial design; practice

Douglas Hofstadter

Aesthetics; cognitive patterning; recursive systems

William Earl Webster

Aesthetic clarity; foundational design inquiry

MATERIAL & SPATIAL PRACTICE

Memphis Group

Material experimentation; formal disruption

Guido Buratto, Artemide

Material innovation in lighting design

Samuel Yellin

Craft mastery; material honesty

Massimo Tamburini

Claudio Castiglioni, MV Agusta

Engineering as sculptural form

Le Corbusier

Spatial logic; proportional systems

Peter Rose

Spatial and temporal experimentation in film

Eugene Baguskas

Material process; visual thinking

ATELIER — FIELD CONDITIONS 01.2026: LUCARNE.US

The work examines convolutions between material systems, environmental forces, and human intervention. What folds into process, regulation, and history becomes visible in this engagement. Agency becomes legible in sculpture, product and spatial design, and moving image—often via infiltration rather than invitation.

LUCARNE transforms observation into disruption, from the grit of industrial sediment to complex landscapes across the US and Europe. Parallel practice includes mission-critical systems in defense and healthcare, developed by means of product design and prototyping. In the built environment, this approach extends into SUGARCUBE, a twenty-year installation in Old City Philadelphia, collapsing the separation between functioning retail and continuous artwork.

Rooted in the same conceptual foundation, cinematography develops through long-term collaborations with choreographers and performance organizations. Single-camera operations prioritize temporal fluidity—capturing through-lines of movement, sound, and intent as they evolve.

Recognition and support include the *National Endowment for the Arts*, the *Pennsylvania Council on the Arts*, *The Pew Center for Arts & Heritage*, and partner organizations across Europe and the United States.