

## **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.

## **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.