

# CARSON SCHWAB

## UX DEVELOPER

### BIO

My life as a designer began in Skaneateles, NY, a small town just west of Syracuse. From a young age, I loved to draw and create things out of cardboard and duct tape in the garage. My creativity took a different form in high school where I learned how to express myself through artwork. During my undergrad at NCSU, I discovered the world of design and pushed the boundaries of my creativity even further. Today I still have the same drive to tinker and create, only now I can do so with the developer-skills I am currently learning in RIT's Human Computer Interaction program.



### CONTACT

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Skaneateles NY, 13152**

### SKILLS

**95%**

3D Modeling

- Solidworks
- Fusion 360
- Keyshot

**90%**

Web Design

- Visual Studio Code
- HTML, CSS
- Javascript \*ongoing\*

**90%**

Industrial Design

- Ideation
- Drawing
- Fabrication

**85%**

Graphic Design

- Figma
- Adobe Illustrator
- Adobe Photoshop

**80%**

3D Animation

- Unity 3D
- Autodesk 3Ds Max

### EDUCATION

Rochester Institute of Technology  
(2020 - 12/2022 *\*ongoing\**)

#### Human Computer Interaction (M.S.)

- Current GPA = 4.0
- IOT prototyping
- Web development
- AR + VR

North Carolina State University  
(2013 - 2018)

#### Industrial Design (B.I.D.) Entrepreneurship (Minor)

- Drawing + Ideation
- 3D content creation
- Model fabrication
- Semester abroad in Prague

### WORK EXP.

**CAD Draftsman** (2020 - 2021)  
UPSCO - Moravia, NY

**Design Engineer** (2018 - 2020)  
Stonewell Bodies - Genoa, NY

**Director of Marketing** (2018 - 2020)  
Madog - Syracuse, NY

**Engineering Intern** (2017)  
Allred - Elbridge, NY

**Shop Manager** (2010 - 2017)  
Mark's Pizzeria - Skaneateles, NY