

Lars Conard

Product Designer

Portfolio:

larsconard.com

Contact:

lars.conard@gmail.com

Skills

Design - Creative Cloud (Photoshop, Illustrator, After Effects, etc), Figma, DaVinci Resolve, Procreate

Development - HTML, CSS, SQL, JavaScript, React, Python, C#, Git

3d & Interactive - Unity, Unreal, Rhino 8, Blender

Systems - Windows/Apple, Android/iOS, Linux, Arduino, server/network, audio/video

Experience



Full-Stack Product Designer & Developer - Ostech (Aug 2025 – Present)

- Handle end to end work: design, development, research, and problem solving
- Built multiple client websites, with others in the making
- Designed, developed, published, and currently maintaining an app on Android & IOS



Multimedia Designer - International Gaming Technologies (IGT) (Dec 2023 – Mar 2025)

- Produced graphics, documentation, branding, animations, and videos for various brands
- Created advertising campaigns and supporting material for product launches
- Design and/or stylize decks meant for retailers, employees, and prospective clients
- Developed web components for accounting needs using HTML, CSS, and JavaScript



Teachers Assistant and Lab Instructor - Indiana University (Jan 2024 – Mar 2024)

- Instructed a 200-level class at Indiana University of 30 students as an undergraduate
- Guided students through a variety of projects using primarily Adobe Creative Cloud
- Conducted live demonstrations and tutorials on digital asset creation



Group Leader - National Student Advertising Competition (2023 & 2024)

- Led a 30 student class, as a student, in Indiana University's participation in the NSAC
- Designed our playbook, presentation deck, and many other video/graphic assets
- Conducted primary research through surveys and in-person interviews



Product Designer - Brain Twins (May 2022 – August 2023)

- Developed touchscreen Unity installations for museum exhibits
- Designed and rigged 3D models for animation
- Built interactive displays, including remote troubleshooting and testing



Web Programmer and IT Help - Indiana Daily Student (IDS) (Aug 2022 – May 2023)

- Developed article directories and user-friendly landing pages using HTML, CSS, and JS
- Assisted in resolving software, hardware, and coding issues for new hires
- Managed integration of digital content into the site's CMS and tracked changes via Git



Low-Voltage Technician - Shoemaker Motion Picture

(Apr 2016 – June 2017, Mar 2019 – May 2022, May 2023 – Aug 2023)

- Implemented advanced audio, internet, and digital systems for schools and businesses
- Configured and deployed servers, ran cabling, and programmed AV control systems
- Tailored audiovisual and network solutions to meet diverse needs and environments

Education

Indiana University, Bachelor of Arts in Interactive Media (2022 - Graduated December 2024)

Herron School of Art & Design, Bachelor of Arts in Visual Communication (August 2021 – May 2022)

Eleven Fifty Programming Academy (December 2018 – February 2019)

Indiana University Purdue University of Indianapolis Bachelor of Science in IT (August 2015 – May 2018)