

ALLISON DEMKOVICH

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7500 Highway 7 APT 252
St. Louis Park, MN 55426

EXPERIENCES

Product Engineer – Furniture
Target Corporation (Minneapolis, MN)

January 2021 – Present

Self-motivated engineering leader with a passion to develop easily accessible, sustainable products. Experience in product development, manufacturing, design, & global sourcing. Proven ability to communicate effectively across all levels while delivering on complex projects on time and with strong results.

- Develop furniture products (300+ products/year) across 6 different brands attributing to \$400 M of sales
- Lead product development with 40+ vendors & factories to ensure products are implemented with quality construction, are safe for the guest to use & have correct design aesthetics
- Lead initiative to incorporate Spanish into the assembly instructions of owned brand Target furniture
- Train new team members on the engineering team into their roles
- Work with Target's site development team to improve the site experience for our guests by adding accessible assembly instructions, dimensional drawings, assembly videos, & educational tools
- Member of the Sustainable Furnishing Council for Target Corporation

Associate Product Development Engineer / Technical Designer - Furniture
Target Corporation (Minneapolis, MN)

June 2018 – January 2020

- Drove sustainability & achieved 75% certified wood (FSC, PEFC, SFI) within Target's OPP owned brand, Room Essentials, a \$164 M business that provides easily accessible furniture to the guest
- Created a tracking tool for sustainable materials used within furniture products & co-lead implantation of the tool in other departments
- Developed a buying guide to educate online guests on Target furniture quality, leading to deepened guest confidence & 10% increase conversion to sale
- Model & render products using SolidWorks & 3DS Max to provide leadership with realistic visualizations of development while simultaneously providing our vendors with accurate designs leading to lower sample ratios
- Organize educational presentations on sustainable materials, how to develop sustainable products etc. for OBPD&M designers & engineers with the Circular Design Working Group
- Expanded my network & knowledge on sustainable fabrics by attending The Textile Exchange Conference (*Oct. 2019*) & taking an online textile course through North Carolina State University's Wilson College of Textiles (*Summer 2020*)
- Communicate weekly with a 20+ person cross-functional team to understand business needs, cost expectations, retail goals, vendor discrepancies & share updates on how our products are meeting Target standards & business goals
- Perform research by interacting with guests in stores & by using internal applications to design products the Target guest wants to buy

Research & Development Engineer, Co-op/Intern
Abbott Laboratories (Plymouth, MN)

January 2017 – May 2018

- Designed test fixtures using SolidWorks used for understanding the life of an artificial heart valve under constant stress & strain
- Performed experiments, collect & analyze data, and then organize presentations of data to share with 15+ person team
- Built prototypes of artificial heart valves to test in animal studies to understand how the different materials of the artificial valve interacted with animal tissue providing insight on how an artificial valve may act within the human body

EDUCATION

Bachelor of Mechanical Engineering, Product Design Minor
College of Science and Engineering, University of Minnesota- Twin Cities (*Minneapolis, MN*)
UI/UX Certificate
Michigan State University

May 2018

May 2022

SKILLS

Consumer Research • Organization • Problem Solving • Teamwork • Communication • Dedication

TECHNICAL SKILLS

SolidWorks • Adobe Creative Suite • 3DS Max • Clo • CSS Styling • HTML • JavaScript • MySQL • Node.js • Express.js • NoSQL • Mongoose/MongoDB
• Heroku • GitHub/GitLab • Web APIs • React • PWAs • Bootstrap •