

Forrest Whitcomb

Hello! I'm Forrest, a Design and Technology student at the Parsons School of Design. I'm a dedicated, disciplined, and passionate student and designer who has been recognised for his demonstration of communication, collaboration, and leadership skills in environments that require an versatile and adaptive team player with strong and purposeful design qualities and creativity.

Experience

Bain & Company

Product Design Intern at ADAPT
2018

First ever intern at ADAPT (Advanced Digital and Product Team).
Worked on case work for clients and internal projects that have had lasting impacts accross Bain.

Parsons School of Design

DT Department Assitant
2017 - 2019

Working with heads of Design and Tech Deapartment to organise and execute new initiatives and benefits for Graduate and Undergrad students, including tutoring program and educational websites.

BWM Dentsu

Creative Intern
2017

Worked amongst Art Directors on a range of cross-channel ad campaigns for the Australian market. Participated in research, pitches, production, and post-production work on a number of accounts including Qantas and Toyota.

Equinox Films

Directors Assistant Intern
2016

Worked closely with the production team on a series of TV and Social advertisements for the Indian market. Work included scratch videos, casting, managing cast and crew on set, and managment of offline post-production work on advertisements for clients such as Airtel and Lux.

Atomos Global Inc

Intern
2016

Reported directly to the CEO and other heads of departments at this global technology company. Shot promotional product images and videos, and filmed behind the scenes footage at events such as St Kilda Festival.

Education

Parsons School of Design, NYC

Design and Technology BFA
Immersive Storytelling Minor
Graduation: 2020
Cummulative GPA: 4.00/4.00
Deans List, 2016 -

Newington College, Sydney

International Baccalaureate Diploma
Graduation: 2015
Harvey Wilson Prize for
Excellence in Senior Art, 2015

Skills

Video Editing

Sketch

Adobe CC

Flinto

HTML/CSS

Unity

Maya

Figma

inVision

Framer