

Isak Winter

Product Designer

Portfolio: isak.win • **Email:** hello@isak.win • **LinkedIn:** [isakw2004](https://www.linkedin.com/in/isakw2004) • **Phone:** 507-254-4196

PROFILE

Product designer blending traditional industrial design and UX/UI to create efficient products that improve lives. Brings experience in CAD software, advanced physical and digital prototyping, and concept development. Passionate about building products that make sustainable choices easy.

EDUCATION

Product Design B.S. | University of Minnesota

- Graduating in May 2027
- 3.77 GPA
- College of Design Dean's List (Fall 2024 - Present)
- Minor in Computer Science and User Experience Design

SKILLS

Graphics: Adobe Photoshop, Adobe Illustrator, Adobe InDesign

3D Modeling: KeyShot, SOLIDWORKS (Certified Associate), Autodesk Fusion, Rhino

UX/UI & Digital Development: Wireframing, Figma, HTML, CSS, Javascript, Java, Python

Research: Usability Testing, Market & User Research, Heuristic Evaluation

Concept Development: Sketching, Digital Rendering, Foam Carving, Laser Cutting, 3D Printing

WORK EXPERIENCE

Assistant Service Manager | May 2023 – Present

Erik's Bike Shop in Rochester, MN and Saint Paul, MN

- Served as full interim service manager at Rochester store summer 2024, taking further departmental organization responsibilities
- Manage customer warranty claims to resolution
- Interact directly with customers; build and manage accurate and timely repair orders
- Mentor new employees, answer questions, and correct any quality issues
- Manage workload, repair scheduling, and mechanic assignments to maintain efficiency

Mechanic | June 2021 – May 2023

Erik's Bike Shop in Rochester, MN

- Completed advanced repairs, meeting and exceeding speed targets

LEADERSHIP EXPERIENCE

Sub-team lead | September 2018 – August 2023

FIRST Robotics FRC Team 2530 in Rochester, MN

- Led graphic design subteam for four years, creating designs for robot sponsor panels, team merchandise, and outreach materials
- Led event scouting and strategy efforts for two years
- Designed and developed "Swerve Scout": an offline progressive web app for event scouting that improved scouter engagement, data presentation, and data quality
- Spearheaded redesign and development of team website, optimizing efficiency and delivery
- Collaborated to create FIRST Impact Award submissions for five years; presented directly to judges for three