

# JACKTHRUN

## INDUSTRIAL DESIGN

### CONTACT

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#### Home Address:

8 Courtney Drive  
Flanders, NJ 07836

### EDUCATION

#### U OF CINCINNATI | DAAP

Industrial Design  
Class of 2019 (BS)

GPA: 3.833  
Dean's List 2014 - Present

#### MOUNT OLIVE HS

Flanders, New Jersey  
Class of 2014

Honor Roll  
HAAS Cup Champion

### SKILLS

#### DIGITAL

Photoshop, Illustrator, InDesign, Alias, SolidWorks, Keyshot, Inventor, Premiere Pro, FinalCut Pro, HTML + CSS, Word, Excel, PowerPoint, Outlook

#### ANALOG

Foam modeling, pattern making, mold making, CNC machining, brainstorming, sketching, digital sketching, wood shop, metal shop

### DESIGN EXPERIENCE

#### GARMIN

Industrial Design Intern  
Aug 2018 - Dec 2018

Support designer on one of the Garmin Edge products. Contributed from project kickoff through the rough model phase. Participated in rough sketch, refined sketch, and rough model phases and responsible for presenting the rough model review.

#### SAMSUNG

Industrial Design Intern  
Jan 2018 - May 2018

Responsible for a wide variety of design exploration and ideation through the use of sketching, Illustrator, CAD, and foam modeling. I was also the main designer on a project working with an engineer to package his idea into a functional prototype.

#### GARMIN

Industrial Design Intern  
May 2017 - Aug 2017

Designed a conceptual action camera for Garmin's Virb lineup. The design process included research, ideation sketching, illustrator ideation, concept sketching, 3D modeling, 3D printing and prototyping, and concluded with presenting to Garmin management.

#### CATALYST PDG

Industrial Design Intern  
Aug 2016 - Dec 2016

One of three designers on a small product development team. Contributed to projects through sketching, Solid-works surface modeling, and rapid ideation. I also operated injection molding presses and helped out with various manufacturing efforts.

#### FARM DESIGN

Industrial Design Intern  
Jan 2016 - Apr 2016

Contributed to projects for several clients and was responsible for brainstorming, sketching (digitally and traditionally), 3D modeling, rendering, Photoshop UI storyboarding, and volumetric foam modeling for internal component layouts and architectures.