# Tim Zarras

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### Education

Rhode Island School of Design Providence, RI BFA, Furniture Design 2016

### Related Experience

With & For, Providence, RI Designer, June 2017 - Present

- With & For is a working-title for freelance work pertaining to designing and developing projects relating to the web and formatting of any kind
- Designing and developing websites for people and small organizations
- Currently utilizing Prismic.io, HTML, CSS, and mostly Javascript/jQuery to develop custom websites and their respective CMS'

# ASH NYC, Brooklyn, NY

Junior Designer, November 2016 - May 2017

- Designed a furniture collection, architectural dividers and additional architectural lighting to be implemented in Sweetgreen stores nationwide within the coming year (2017-2018)
- Assisted to further develop the ASH Basics collection
- Designed furniture and lighting for other office space projects
- Created extensive CAD models, renderings and construction drawings using Solidworks and Keyshot

### Atlason, Manhattan, NY

Freelance Industrial Designer, August 2016 - September 2016

- Assisted in the physical creative direction of IBM's World of Watson conference / exhibition
- Designed custom furniture and spatial structure systems to house and facilitate exhibited content
- Created CAD models and renderings using Solidworks, Sketchup, and Keyshot that were used to direct event planning companies in execution
- Sourced sensible rental furniture

#### Visibility, Manhattan, NY

Freelance Industrial Designer, July 2016, September 2016

- · Studio's first contracted designer
- Designed and developed objects and spaces for clients such as Everlane and Away
- Created CAD models and renderings with Soldiworks and Keyshot that were presented to clients
- Created technical drawings that were sent to fabricators for production

# Skills

#### Software

- Highly skilled in Solidworks, KeyShot, Adobe Photoshop and Illustrator
- Skilled in Prismic.io, HTML, CSS, jQuery, Sketch, and InVision
- Proficient in Mastercam for Solidworks, Adobe Premiere and Indesign, and Microsoft Office

# Physical Making

- Highly skilled in wood and metal working (hand and machine tools)
- Adept with various digital fabrication techniques (CNC, rapid protoyping and lasercutting)
- Effective in concept communication through sketching/drawing/painting, drafting, model making, 3D modeling and rendering
- Very knowledgable (film/digital) photographer, and (digital) videographer

#### Personal

- Able to think conceptually and generatively
- · Diligent, versatile, adaptive, and friendly