# rubypark

## industrial designer

www.rubyparkdesign.com    626-788-6336
rubypark.art@gmail.com    pasadena, ca

**education**

**Bachelor of Science in Product Design | ArtCenter College of Design**
December 2022 Anticipated | Cumulative GPA 3.82 | Graduation with Distinction

**experience**

**Freelance Product Designer** | **Mocu Design** | apr 2021 - sep 2021; dec 2021 - present **(1 yr, 3 mo)**
- Developed preliminary concepts into refined designs for consumer electronics.
- Prepared and 3D modeled concepts for rapid-prototyping.
- Excelled in a fast pace environment; handled multiple product projects and met their deadlines.

**Industrial Design Intern** | **Mocu Design** | sep 2021 - dec 2021 **(4 mo)**
- Prepared a product concept presentation to brief executives leading to project approval.
- Collaborated with the product, graphic, and engineering team to design consumer electronics.
- Self-trained to learn new AR software, Onirix, to introduce the client product concepts.
- Concept sketching, graphics, 3D modeling, and rendering to assist the design team.
- Researched and prepared tech packs for tableware products in production in Q2 2022.
- Researched for manufacturing sourcing in the U.S. for baby products in production in Q2 2022.

**Teaching Assistant** | **ArtCenter College of Design** | jan 2021 - april 2022; aug - present **(1 yr, 7 mo)**
Design Lab 1 | Product Prototype Process 1 | 3D Modeling 1
- Managed three student design teams and coordinated meetings with industry professionals.
- Assisted the instructor in preparing for class demonstrations.
- Taught 3D modeling students manufacturing processes and Solidworks.
- Created learning materials, evaluated student work, and coordinated additional peer coaching.

**leadership**

**Product Term Representative** | **ArtCenter College of Design** | jan 2020 - present **(2 yr, 9 mo)**
- Collaborated with fellow representatives to encourage open communication between the product department faculty and students.
- Organized events to further connect the student body.

**project**

**ArtCenter's CMF-X Sponsored Project | Sponsors: Adobe Substance 3D, Hoka, GM Cadillac**
- Selected for a team of eight students and tackled ten briefs assigned throughout 13 weeks.
- We pioneered learning Adobe Substance 3D in a higher education environment.
- Work resulted in developing material innovations rooted in sustainability for Hoka and Cadillac.
- The team created a 2-hour presentation for our sponsors' executives and design teams.

**recognition**

**Adobe MAX 2022 Community Feature | Education Section of Keynote Presentation** | oct 18, 2022
- Selected for a filmed Adobe interview presented at the Adobe Max 2022 conference.
- Expressed my perspective of product design and its expansion in the metaverse through Adobe's software Substance 3D.

**Provost's List | ArtCenter College of Design** | 2020 - 2021
- Taking more than 12 class units per term while maintaining a GPA of 3.8 or above.

**skills**

| **software** | **analog** | **prototyping** | **interests** |
|---|---|---|---|
| Substance 3D | Sketching | Model Making | Soft Goods |
| Gravity Sketch | Rendering | 3D Printing | Visual FX |
| Photoshop | Product Research | Composite Work | Comics |
| Illustrator | Conceptualization | Electronics | Automotive |
| Indesign | CMF Research | Sewing | Cosmetic Design |
| Solidworks | Storytelling | Patterning | Toy Design |
| Keyshot | Presentation | Fiber Arts | Engineering |
| Onirix | | | |