AUSTIN HINES INDUSTRIAL DESIGN

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EXPERIENCE

CAIN CAIN

FALL 22 - WINTER 2022

AS A PRODUCTION DESIGN INTERN AT CAIN CAIN STUDIOS I AM AM TASKED WITH THE REALIZATION OF CREATIVE EXPERIENTAL PROJECTS. MY RESPONSIBILITIES INCLUDED, MANAGEMENT, PRODUCTION DESIGN, FABRICATION, AND SITE CONSTRUCTION. THESE TASKS HAVE FURTHERED MY KNOWLEDGE OF MATERIALS, CONSTRUCTION, PHYSICALITY AND PROJECT MANAGEMENT. COMPANY PROJECTS INCLUDE: META, SMALL DOOR, STAR-BUCKS, AND WALL STREET JOURNAL.

INDUSTRY

FALL 21 - SPRING 2022

AS A 3D DESIGNER AT INDUSTRY I WORKED ON A MULTITUDE OF PROJECTS WITH A DYNAMIC TEAM OF HIGHLY SKILLED DESIGNERS + STRATEGISTS. PROJECTS VARIED FROM IDEATION/STORYBOARDING FOR PITCH DECKS, 3D IDEATION, EXECUTION FOR MARKETING CAMPAIGNS, INTERNAL CAMPAIGN MANAGEMENT, AND INSTALLATION EXPERIENCE DESIGN. EACH DAY I WAS HANDED A NEW CHALLENGE THAT PUSHED ME OUTSIDE MY TRADITIONAL INDUSTRIAL DESIGN BUBBLE. LEARNING TO NOT ONLY DESIGN A PRODUCT BUT TO DESIGN THE WHOLE EXPERIENCE SURROUNDING THAT PRODUCT.

NOBULL

FALL 19 - SPRING 2020

FOOTWEAR DESIGN INTERN. WORKED WITH A SMALL TEAM OF DESIGNERS. ROLE INCLUDED DEVELOPMENT, COLORWAY IDEATION, GRAPHIC IDEATION, PERFORMANCE RESEARCH, NEW STYLE IDEATION, MATERIAL RESEARCH, MATERIAL SOURCING AND TECH PACK CREATION. I HAD THE UNIQUE OPPORTUNITY TO PARTICIPATE IN EVERY ASPECT OF THE COMPANY INCLUDING APPAREL DESIGN, MARKETING, CONTENT, AND RETAIL.

LOFT LLC.

SPRING 19

INDUSTRIAL DESIGN INTERN. WORKED WITH A TEAM OF DESIGNERS AND ENGINEERS. WORKED ON PROJECTS FOR A MULTITUDE OF CLIENTS INCLUDING BOSE AND GUITAR CENTER, RESPONSIBLE FOR ASSISTING DURING THE ENTIRE DESIGN PROCESS, EARLY IDEATION, PROTOTYPING, CAD MODELING, SCREEN-PRINT IDEATION, MEETING WITH CLIENTS AND PRESENTATION PREPARATION.

EDUCATION

UNIVERSITY OF CINCINNATI

CLASS OF 2018 BACHELORS OF SCIENCE, INDUSTRIAL DESIGN MAKER CLUB.

CELINA HIGH SCHOOL

GPA 3.7 ADVANCED PLACEMENT SCHOLAR WITH HONORS CLASS OF 2017

SKILLS

DIGITAL

PHOTOSHOP, ILLUSTRATOR, INDESIGN, LIGHTROOM, PREMIER, FIGMA, MI-CROSOFT OFFICE, FUSION 360, KEYSHOT, SKETCHBOOK PRO, PROCREATE, RHINO, SPARK AR, GRAVITY SKETCH

DESIGN

RAPID SKETCHING, 2D RENDERING, PROTOTYPING, PHOTOGRAPHY, GRAPHIC DESIGN, USER-CENTERED DESIGN, SEWING, BRANDING, STRAT-EGY, CONCEPT REALIZATION, WOOD WORKING, CNC OPERATION, TECH PACK CREATION, SET DESIGN + CONSTRUCTION, HOT+COLD GLASS WORK, CERAMICS, MIG+ TIG WELDING

MEMBER OF BEARCAT LAUNCHPAD, ENTREPRENEURSHIP CLUB, AND